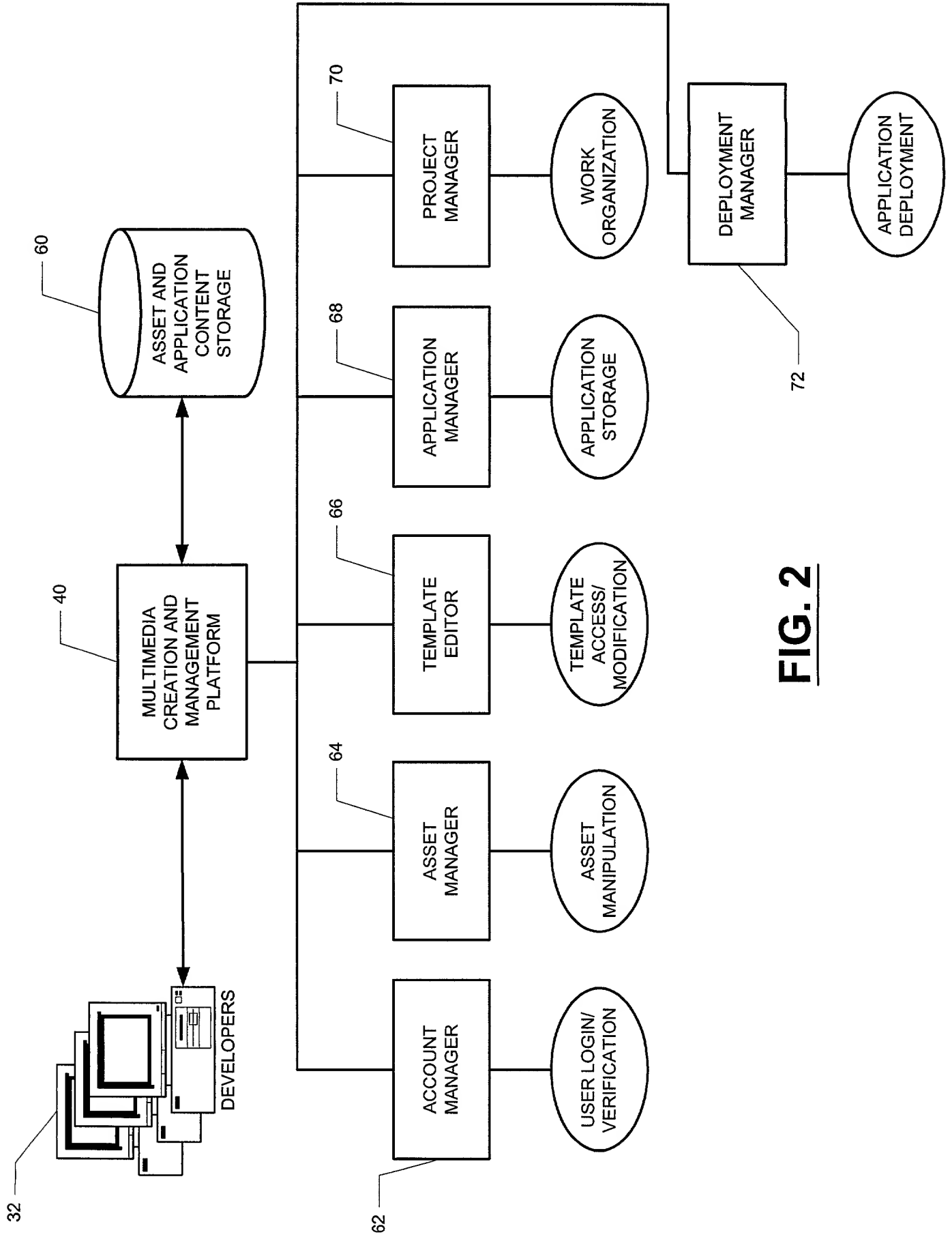
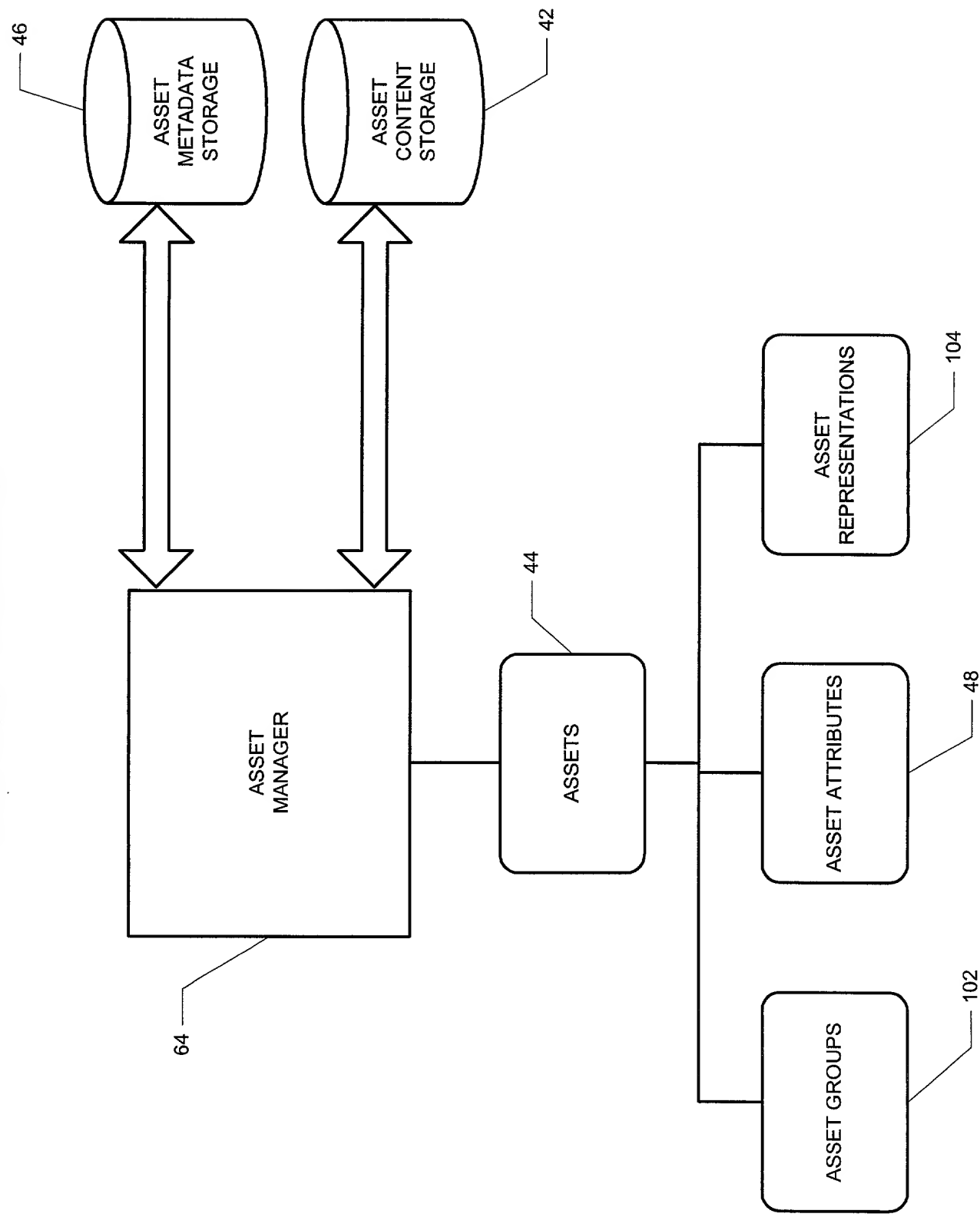


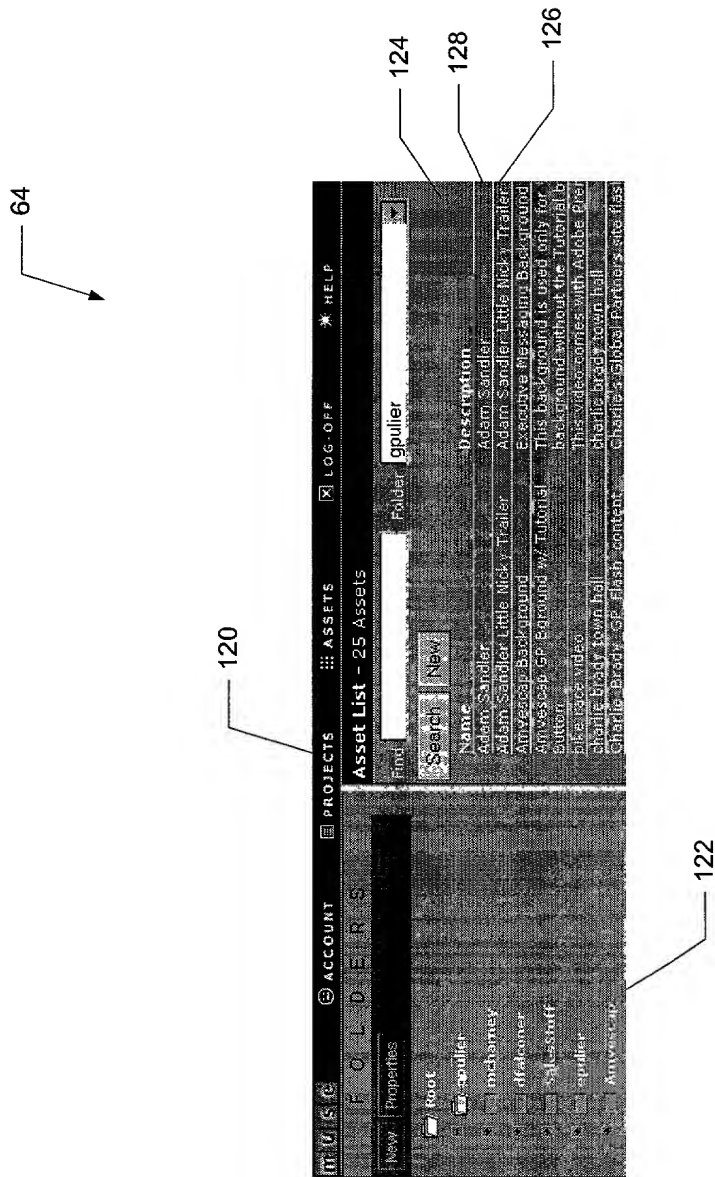
**FIG. 1**



**FIG. 2**



**FIG. 3**



700000" 29092600

140

Asset Editor

ID: 1093

Asset Information

Current Status

Approved

New Status

Approved

Notes

Folder

gpuller

Asset Name

Adam Sandler

URL

Unmanaged asset only

Asset Type

Image

Active Date

11/10/2000

Expiration Date

12/31/2100

Description

Adam Sandler

Keywords

Existing Representations

Type Language

URL (h/a)

Bandwidth

(n/a)

File Type

jpeg Image

Remove

☐

Preview

144

FIG. 4B

64

160

**Entity Editor**

**Entity Information**

Entity Location: /

Entity Name: jdoe

**Current Users**

Name	Rights	Remove?
Lew, Brett	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write <input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator
Puljer, Greg	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write <input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator
Hannon, Vaughn	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write <input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator

**New Users**

User ID	Rights
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator

**Save** **New** **Delete**

**FIG. 4C**

64

Type Information	
Type Name	Music Video
Description	Music Video
Type	Video

New Fields	
(Click Select to add field )	Select
	Remove
Save	New
	Delete

170

**FIG. 4D**

64

180

User Defined Field Editor

Field Name	Description	Type	Max Size	Save	New	Delete
Album	Album Details	Text	100			

**FIG. 4E**



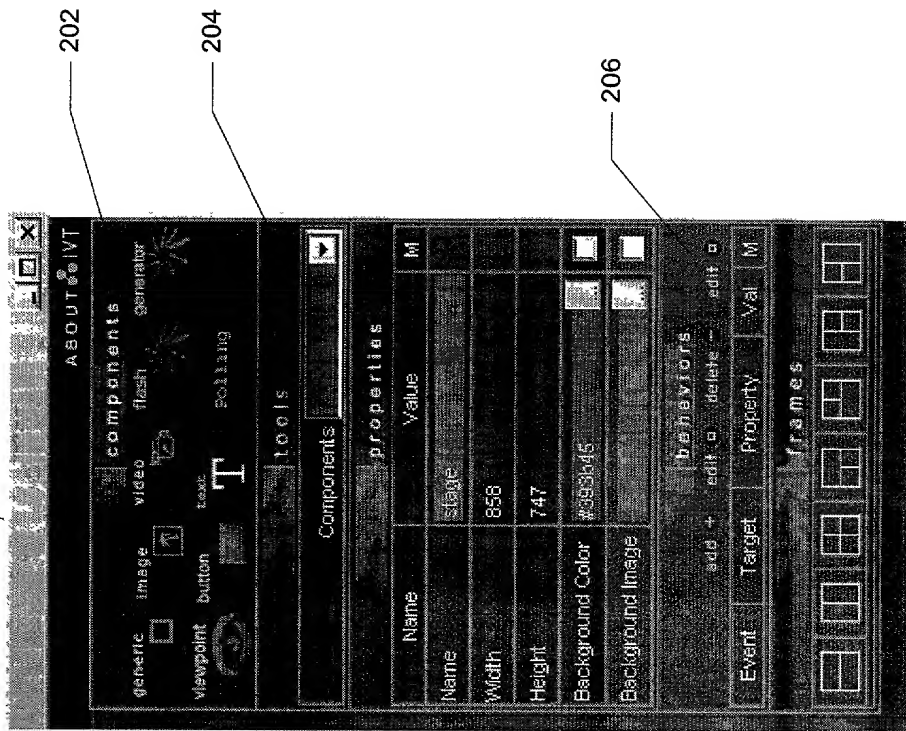


Format	File Size	Description
BMP	Large	Also known as a <i>bitmap</i> , this is a generic graphics format used by Paintbrush and many other programs.
CGM	Small	Clip art pictures often come in Computer Graphics Metafile format.
GIF	Small	Picture file format commonly used on the Internet.
JPG	Small	Digital photographs are usually saved as JPEG files. Because of its small size JPEG files are also commonly used on the Internet.
WMF	Small	Another file format used for clip art pictures
TIF	Large	A file format used by scanners, fax programs, and some drawing programs.

**FIG. 4G**

66

200



**FIG. 5A**

FIG. 5B

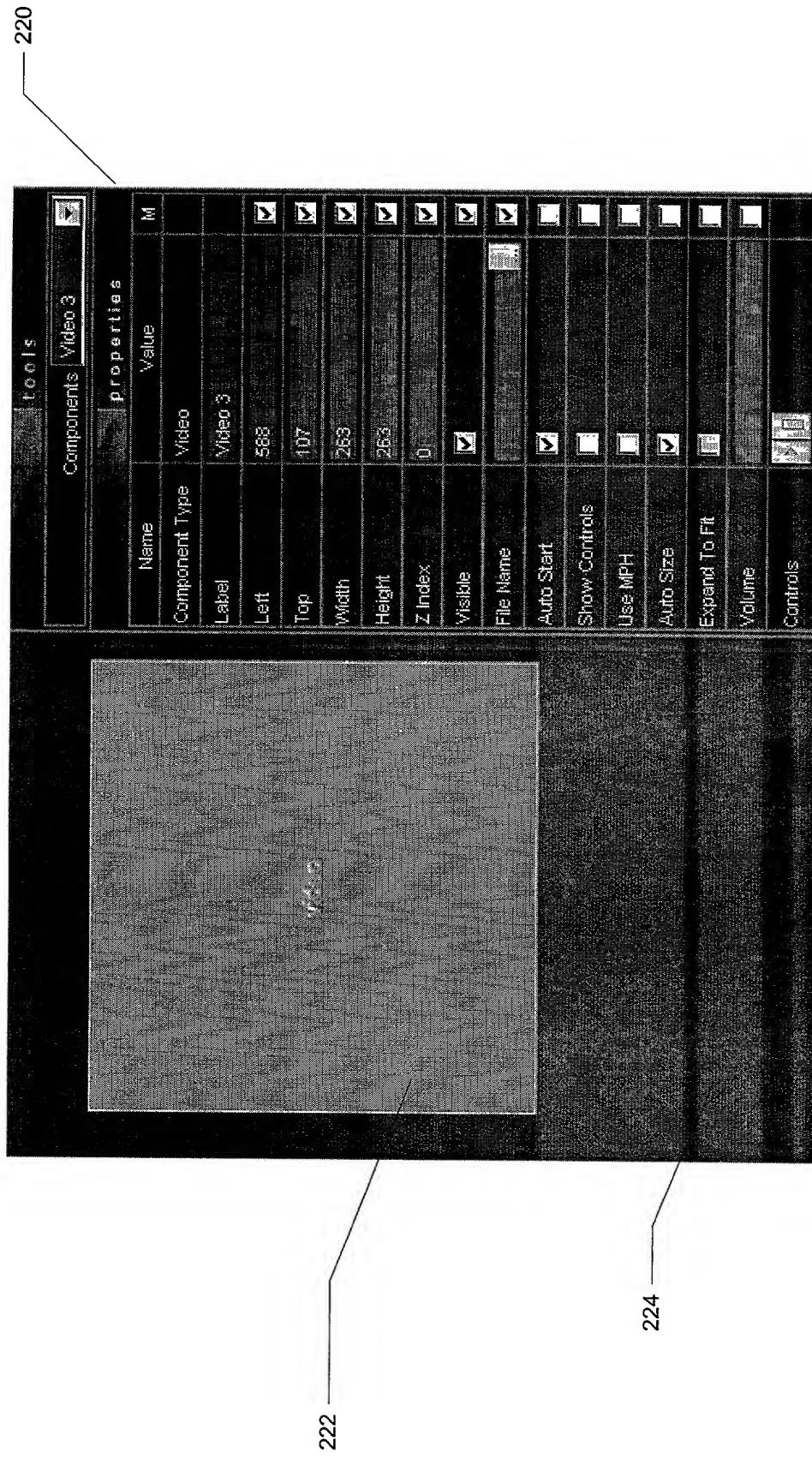


FIG. 5B

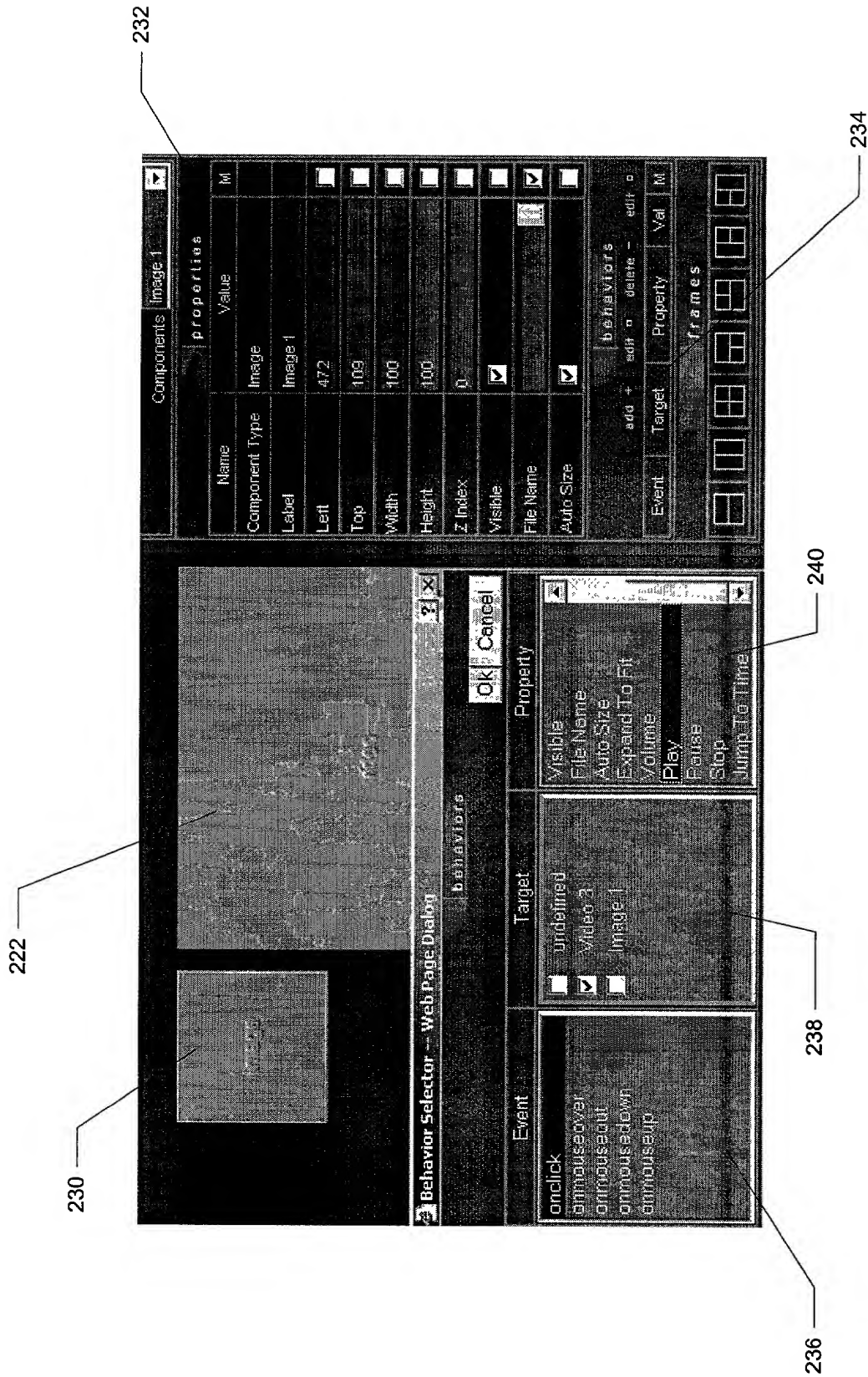


FIG. 5C

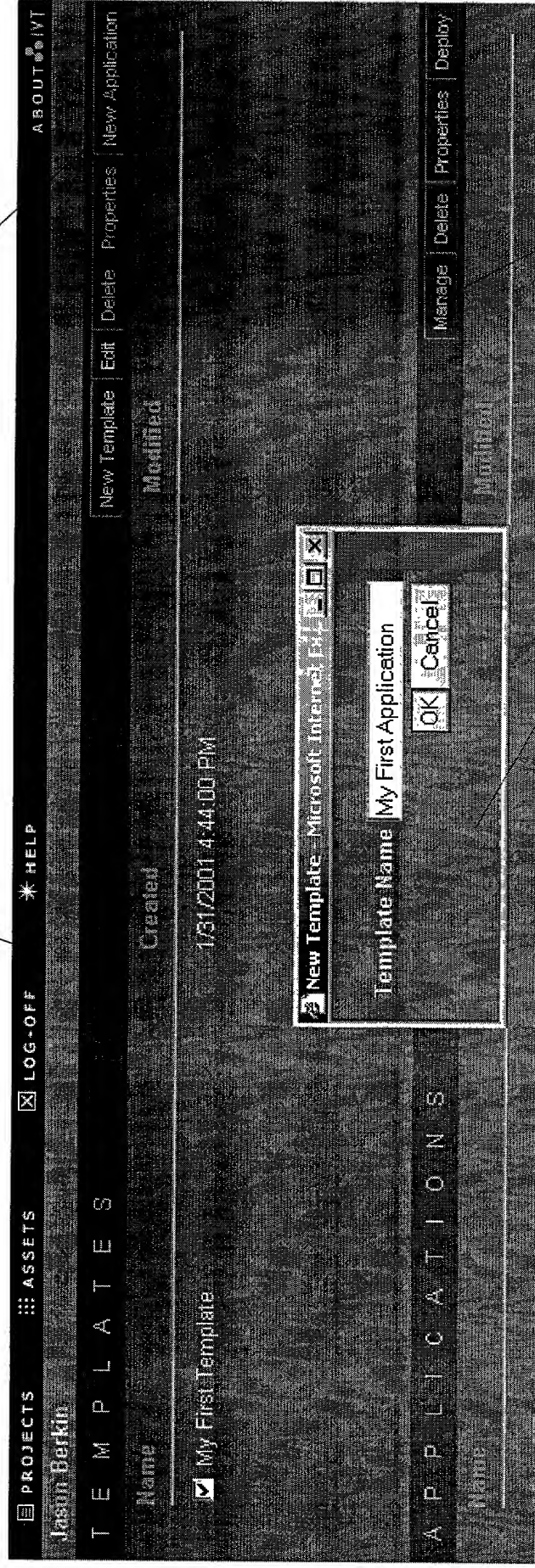




FIG. 6A

280

282

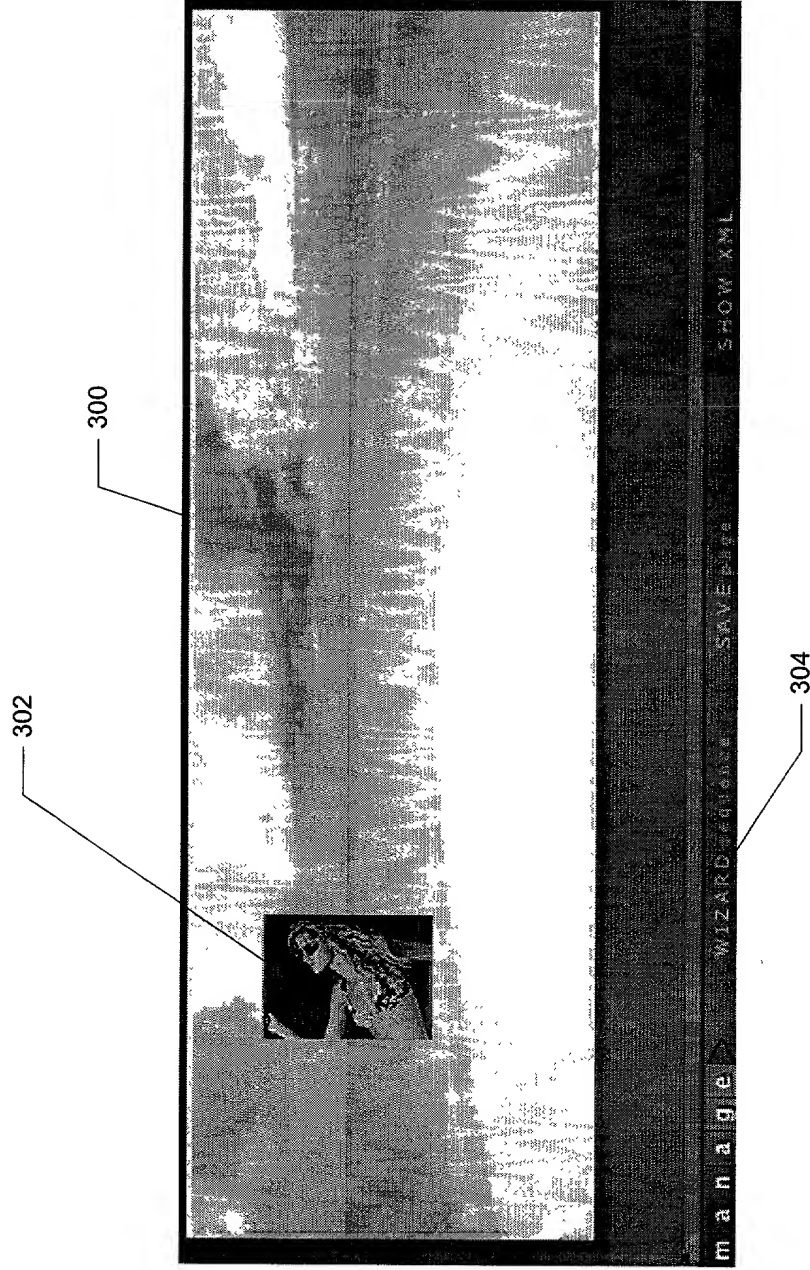


284

286

**FIG. 6A**

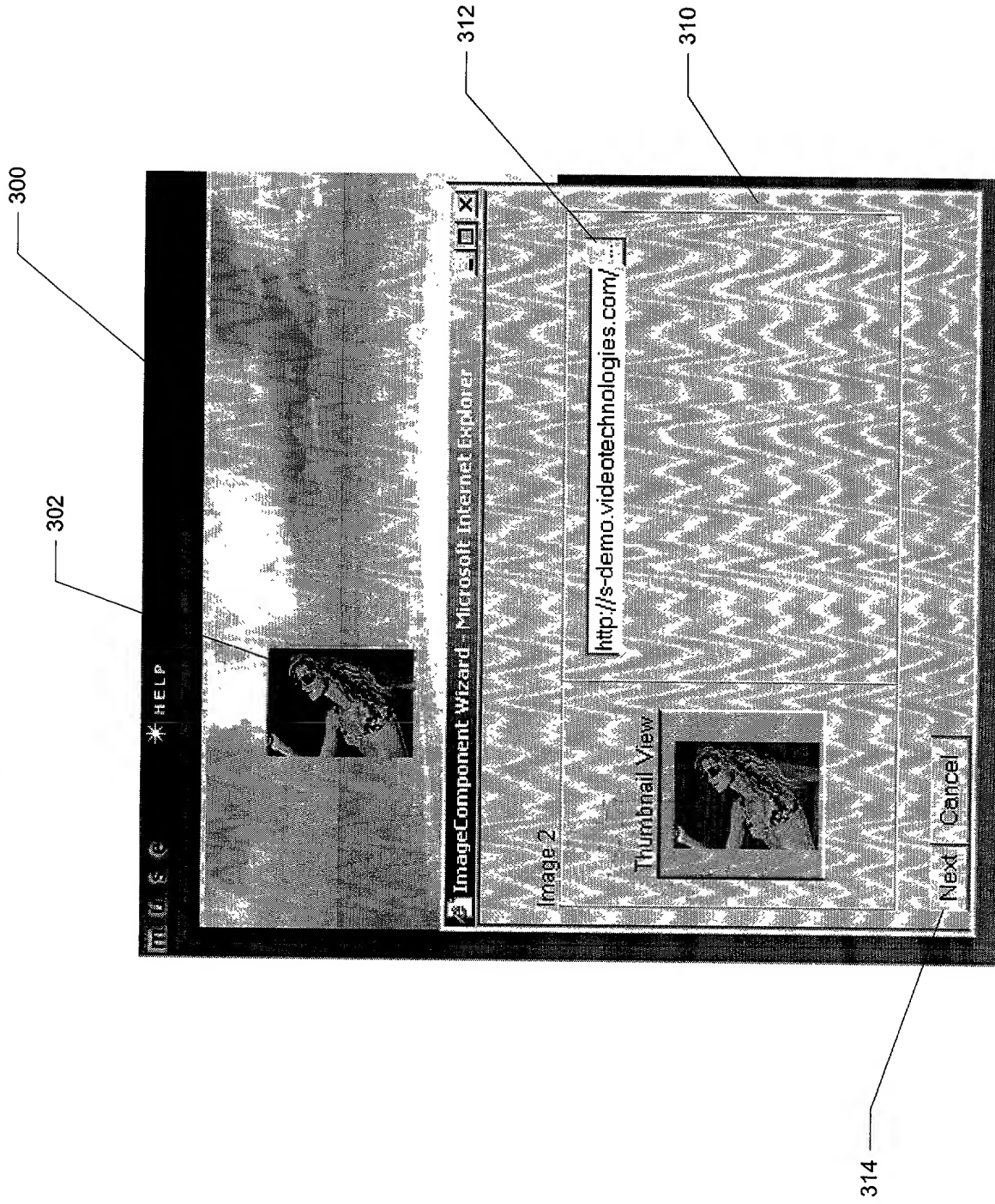
FIG. 6B



**FIG. 6B**



FIG. 6C



**FIG. 6C**

324

300

326

320

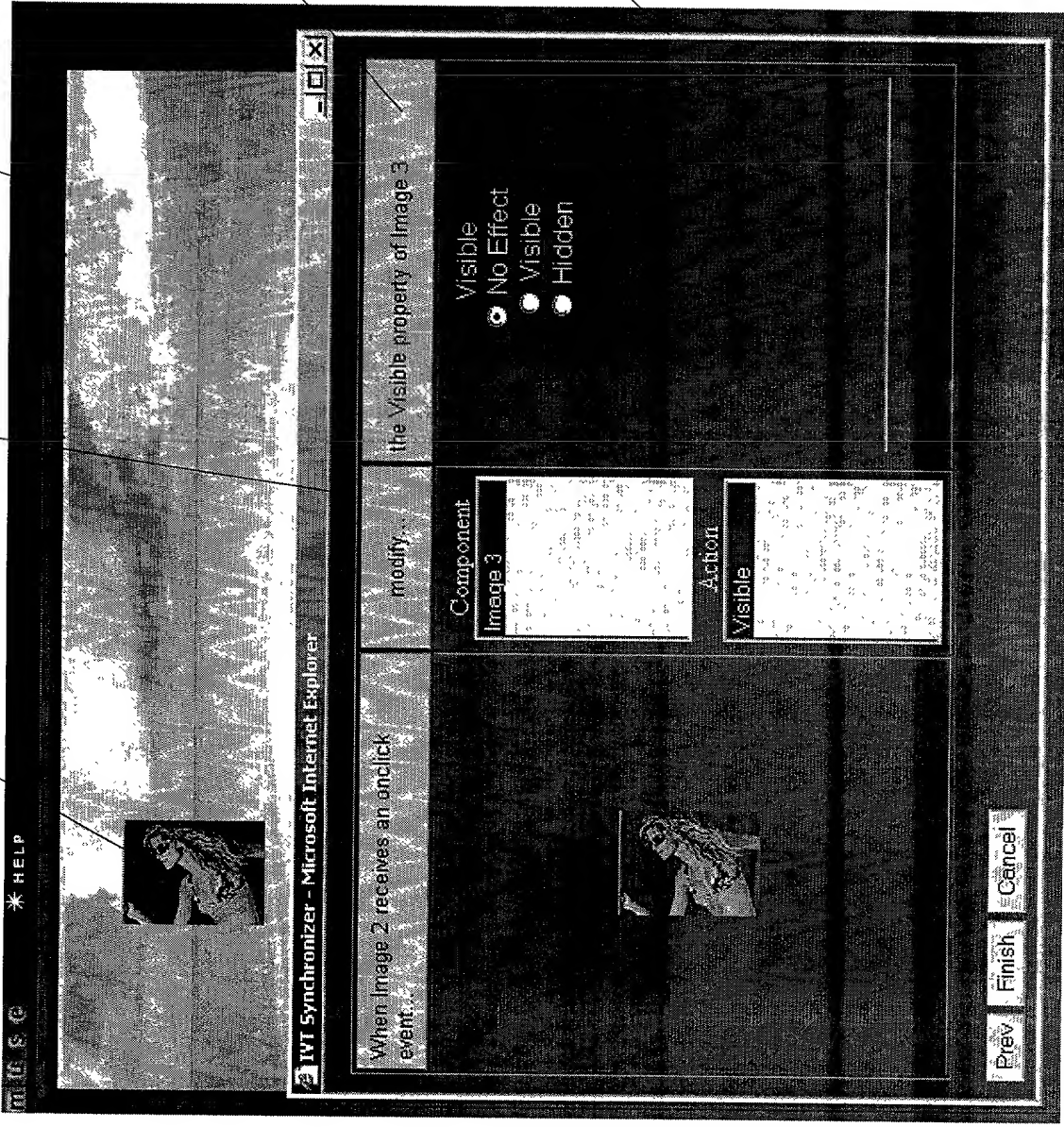
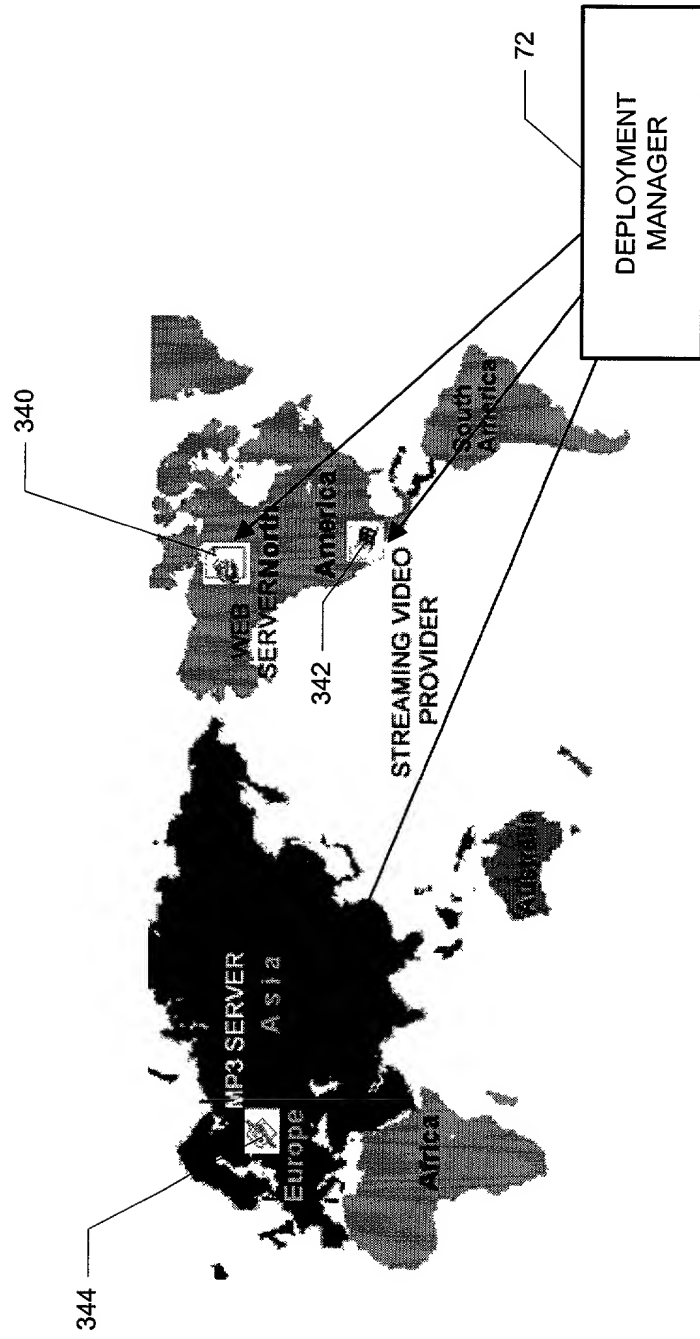


FIG. 6D



**FIG. 7A**

http://tools.waver.com/deployment/definition/define.asp - Microsoft Internet Explorer

Deployment Environment Name:

☒ Must use directory structure path

Hosts	
Type	Extensions
VIDEO	
Add Asset Type      Delete Asset Type	
Add Host      Delete Host	
Host Name	Server
WebSite	www.website.com
User Name	jason
Password	
Upload Path	/deploy
Link Path	http://www.website.com/deploy
alt ext (optional)	

Hosts	
Type	Extensions
IMAGE	gif, jpg
Add Asset Type      Delete Asset Type	
Add Host      Delete Host	
Host Name	Server
WebSite	www.beam.com
User Name	beam_account
Password	
Upload Path	/us/ca/
Link Path	http://www.beam.com/us/ca/
alt ext (optional)	

Hosts	
Type	Extensions
Add Asset Type      Delete Asset Type	
Add Host      Delete Host	
Host Name	Server
WebSite	www.graphics.com
User Name	jason
Password	
Upload Path	/berkin/images/
Link Path	http://www.graphics.com/
alt ext (optional)	

Done      Cancel

352

354

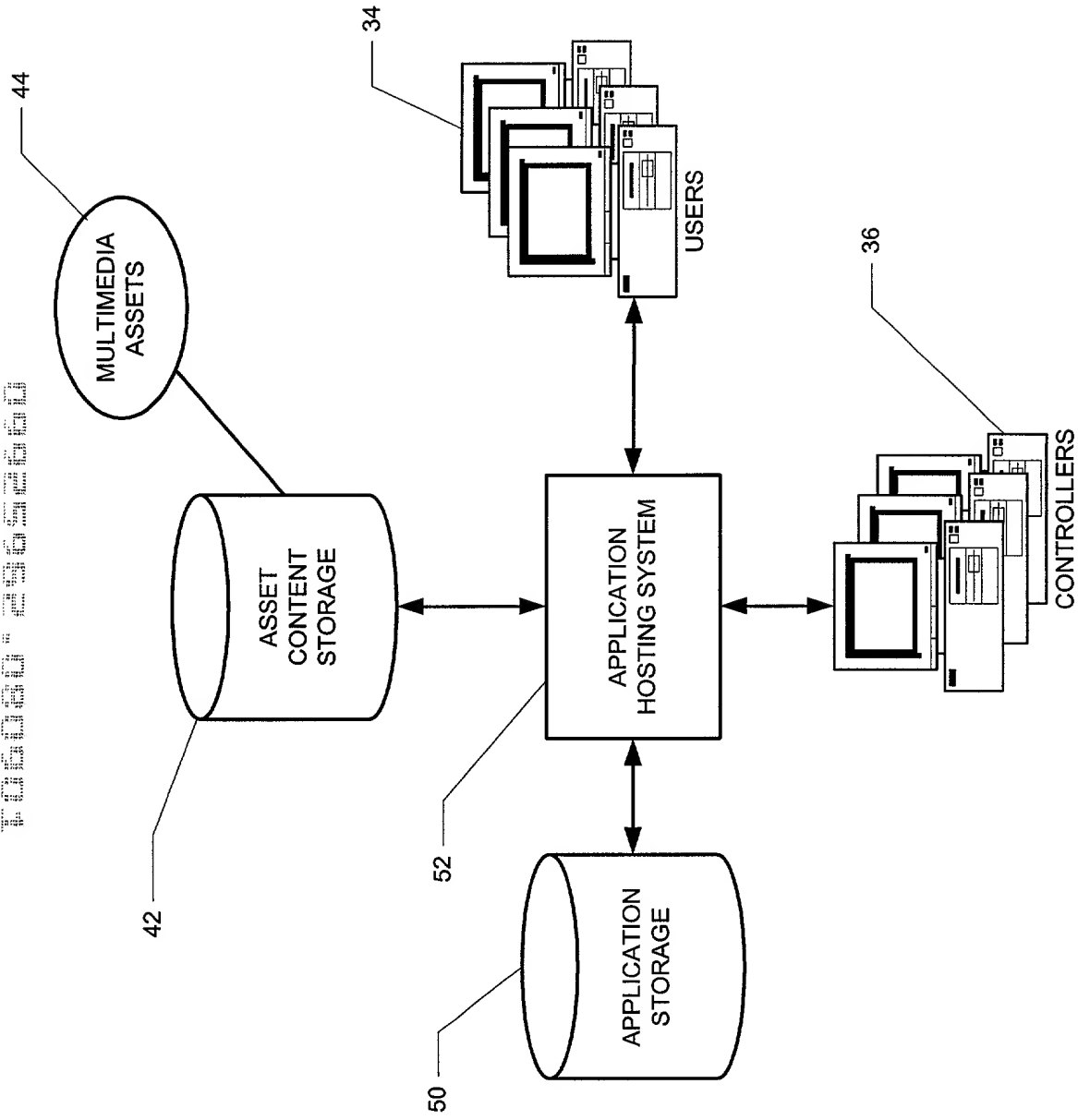
356

358

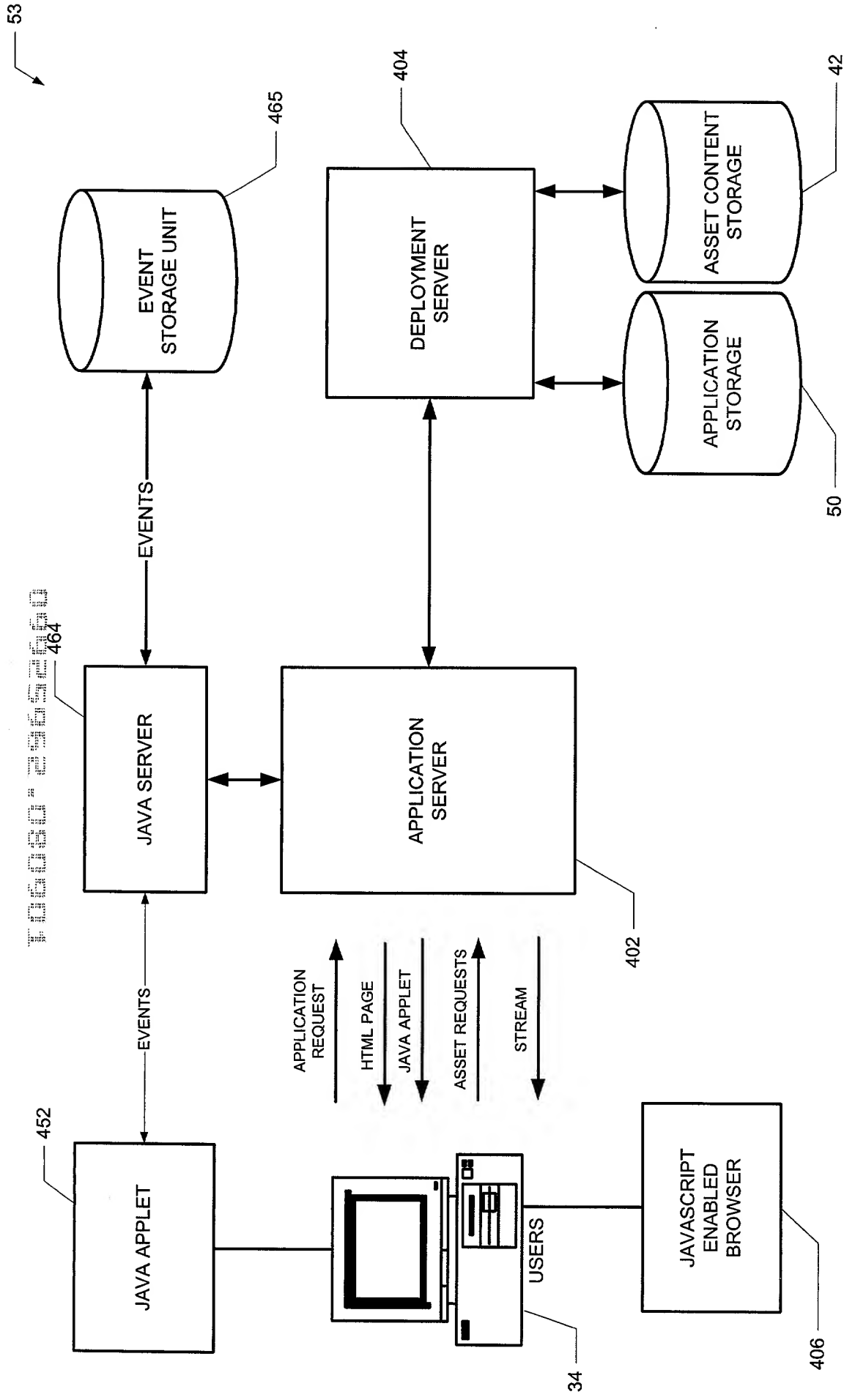
360

350

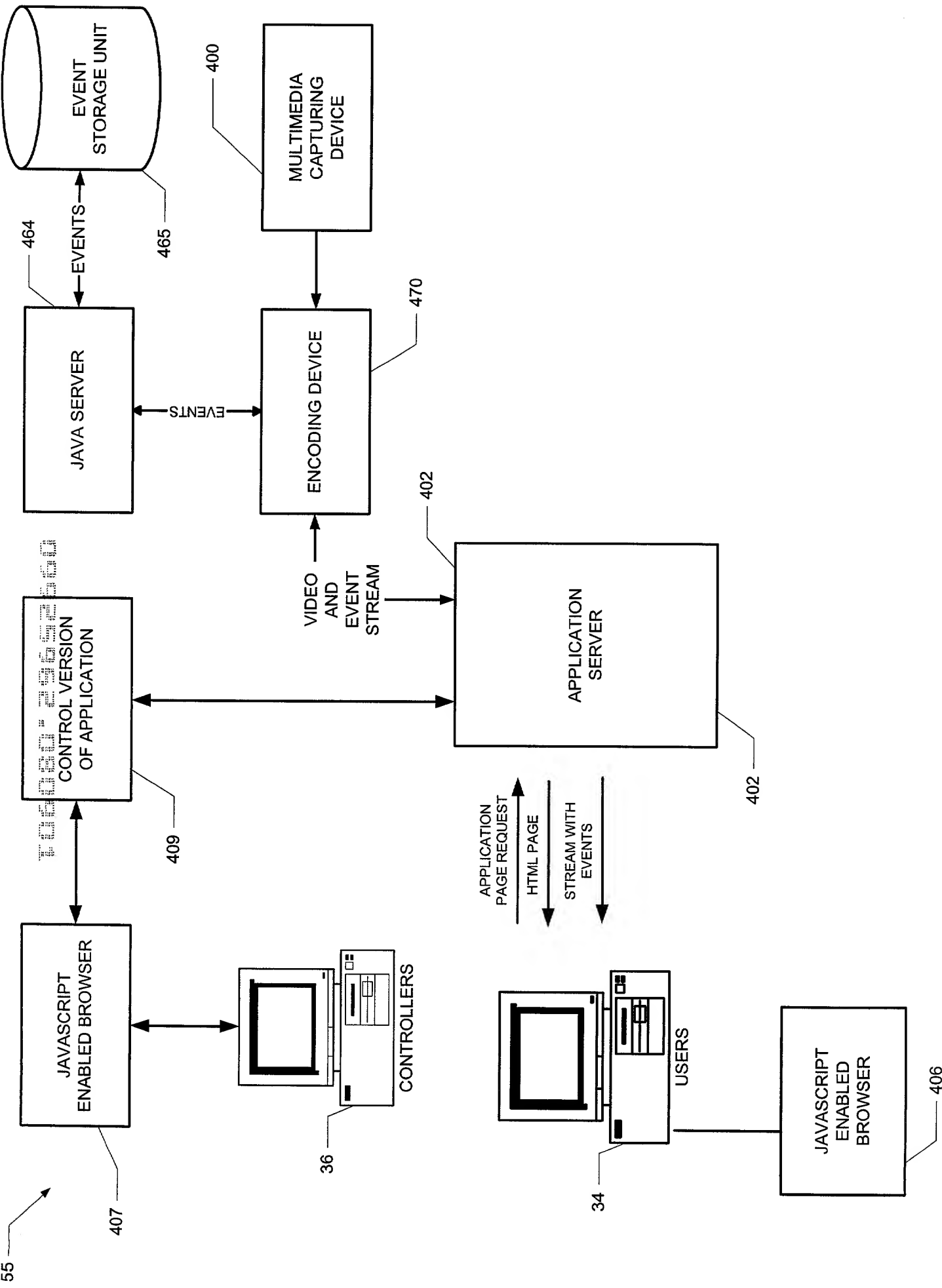
**FIG. 7B**



**FIG. 8**



**FIG. 9A**



**FIG. 9B**

Event Handler:

- If currently stopped, exit now
- If currently paused, exit now
- Get current elapsed time and trigger ontimechange events as necessary
- If total time has elapsed
  - If auto repeat is on, set current time position back to beginning
  - Else stop time component now

Behaviors that can be fired on the time component:

Play:

- If we are already playing, do nothing
- If we were paused,  $\text{baseTime} = \text{currentTime} + (\text{currentTime} - \text{pausedTime})$
- If we were stopped, send the onbegin event
- Set paused flag to false
- Set started flag to true
- If there was an onplay behavior, call it now

Pause:

- If we were already paused or not started, exit now
- Set  $\text{pausedTime} = \text{currentTime}$
- Set paused flag to true
- If there was an onpause behavior, call it now

Stop:

- Set started flag to false
- Set paused flag to false
- Set base time to -1
- If there was an onstop behavior, call it now

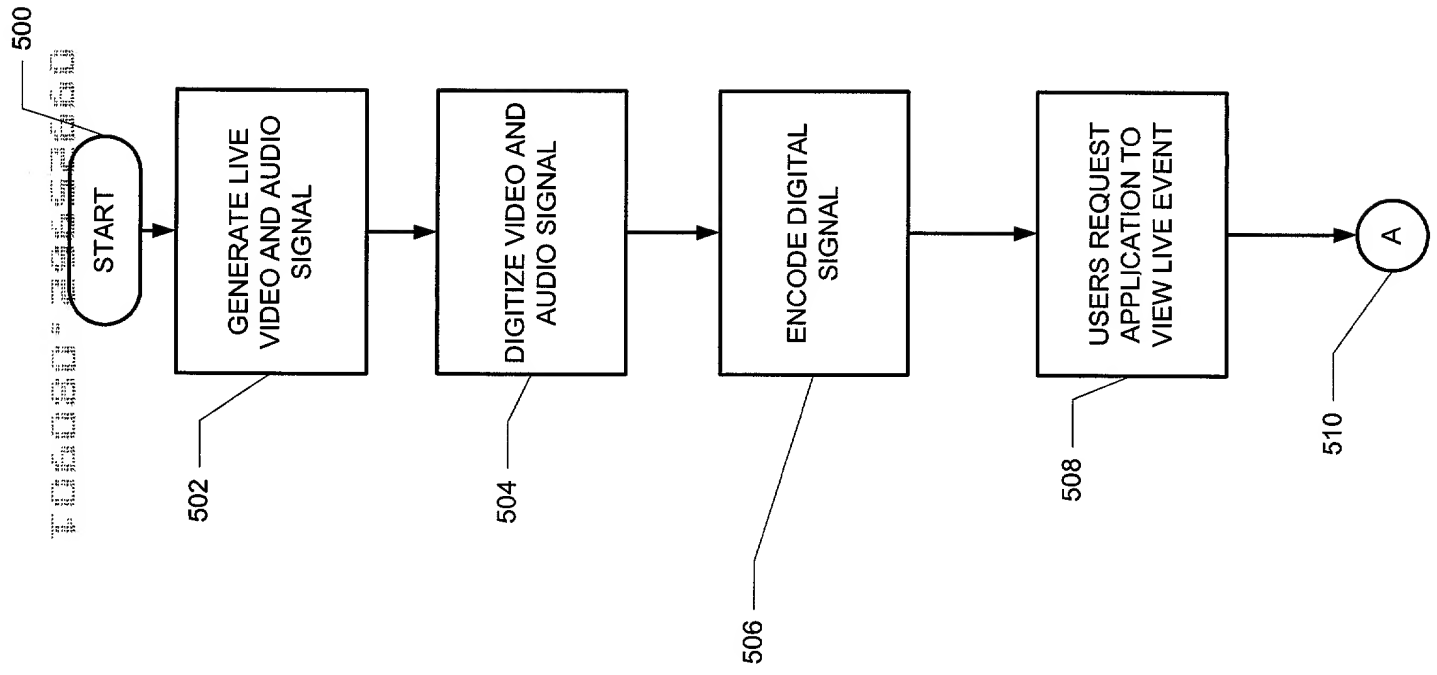
JumpToTime:

- Set  $\text{base time} = \text{Current Time} - \text{Jump To Time}$
- Call play function

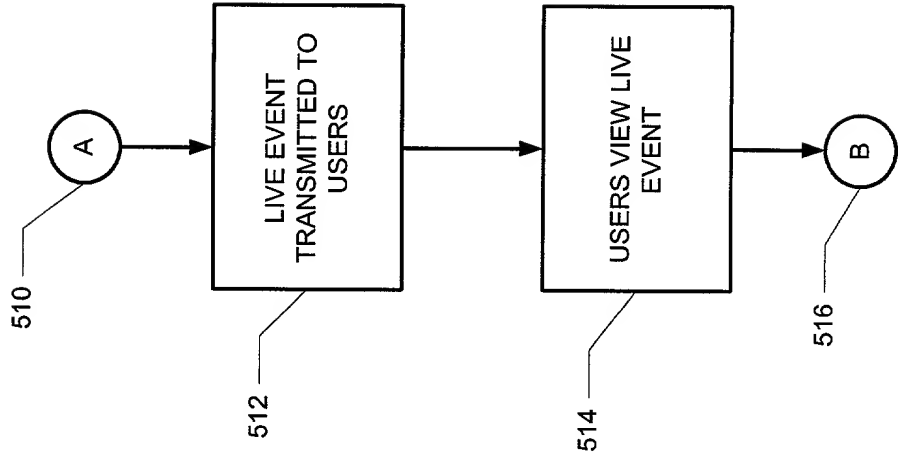
**FIG. 10**

---

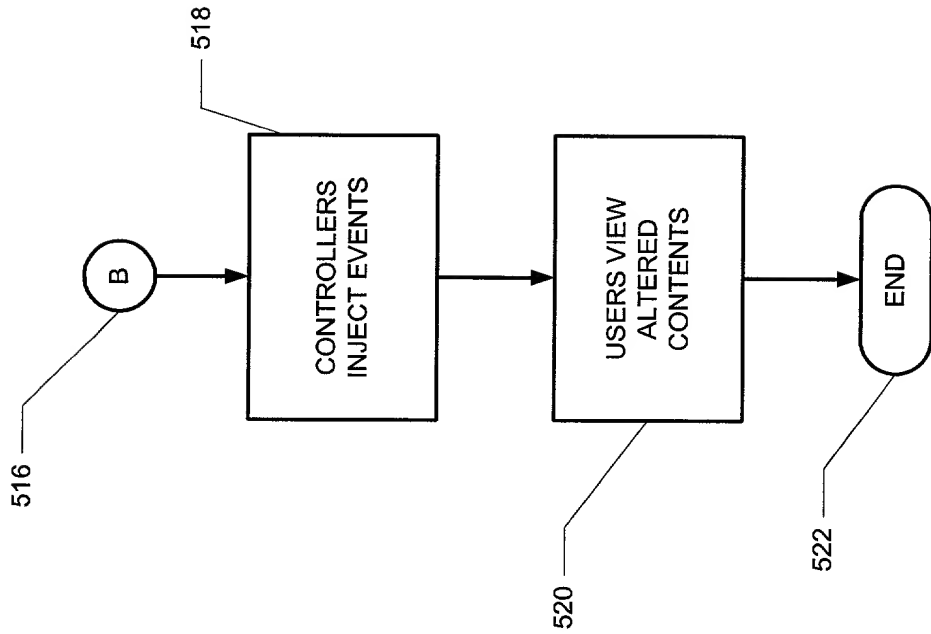




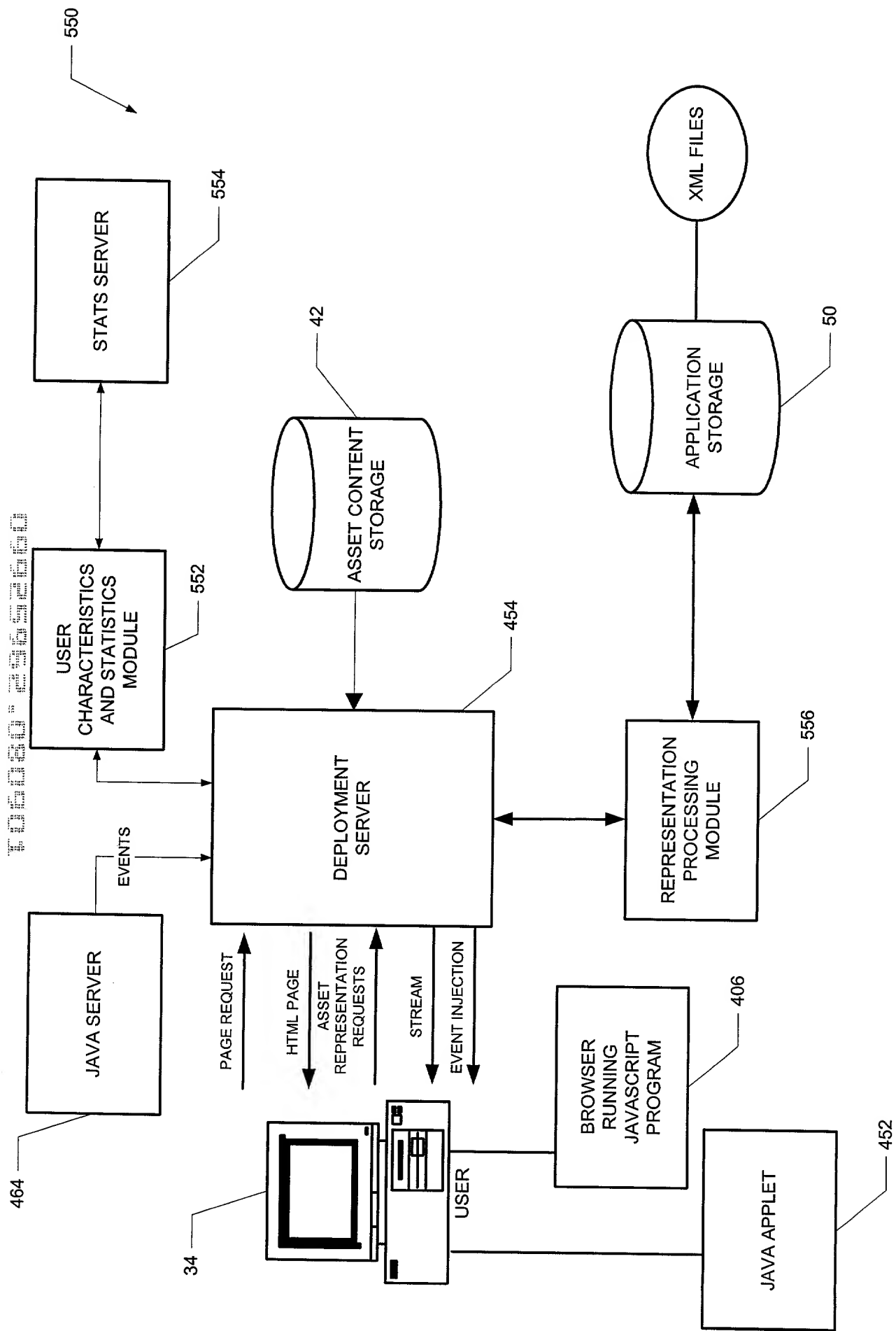
**FIG. 11A**



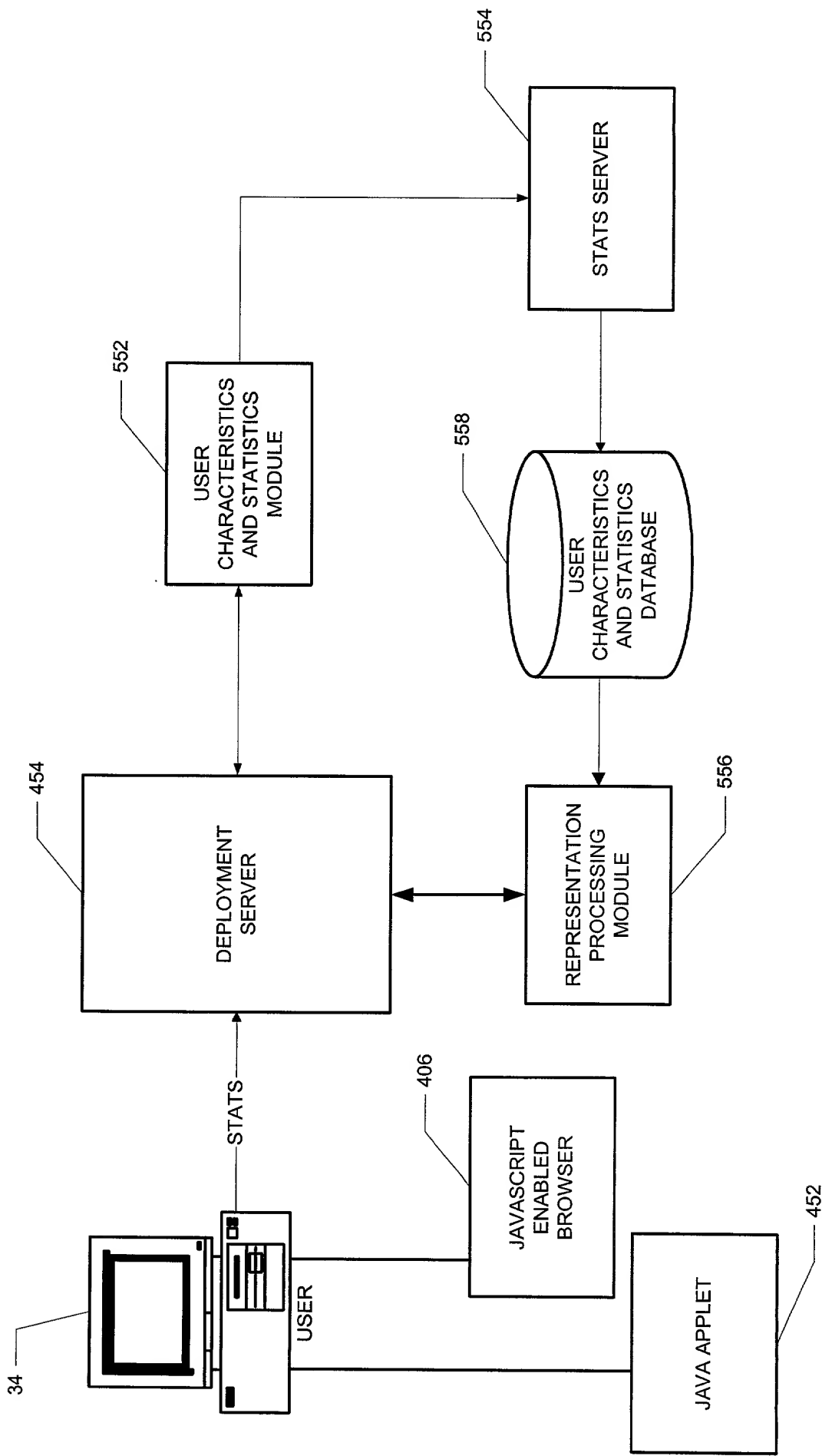
**FIG. 11B**



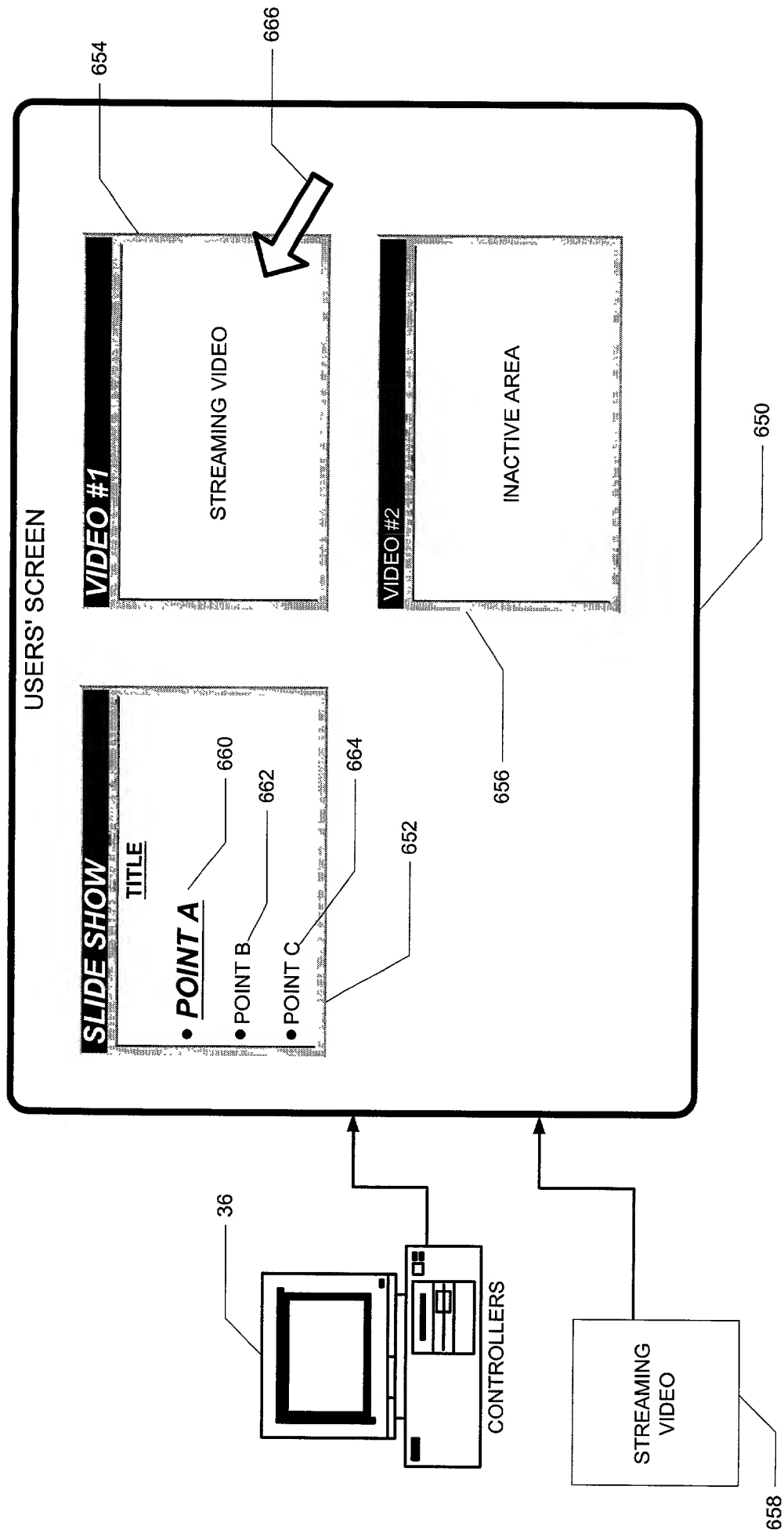
**FIG. 11C**



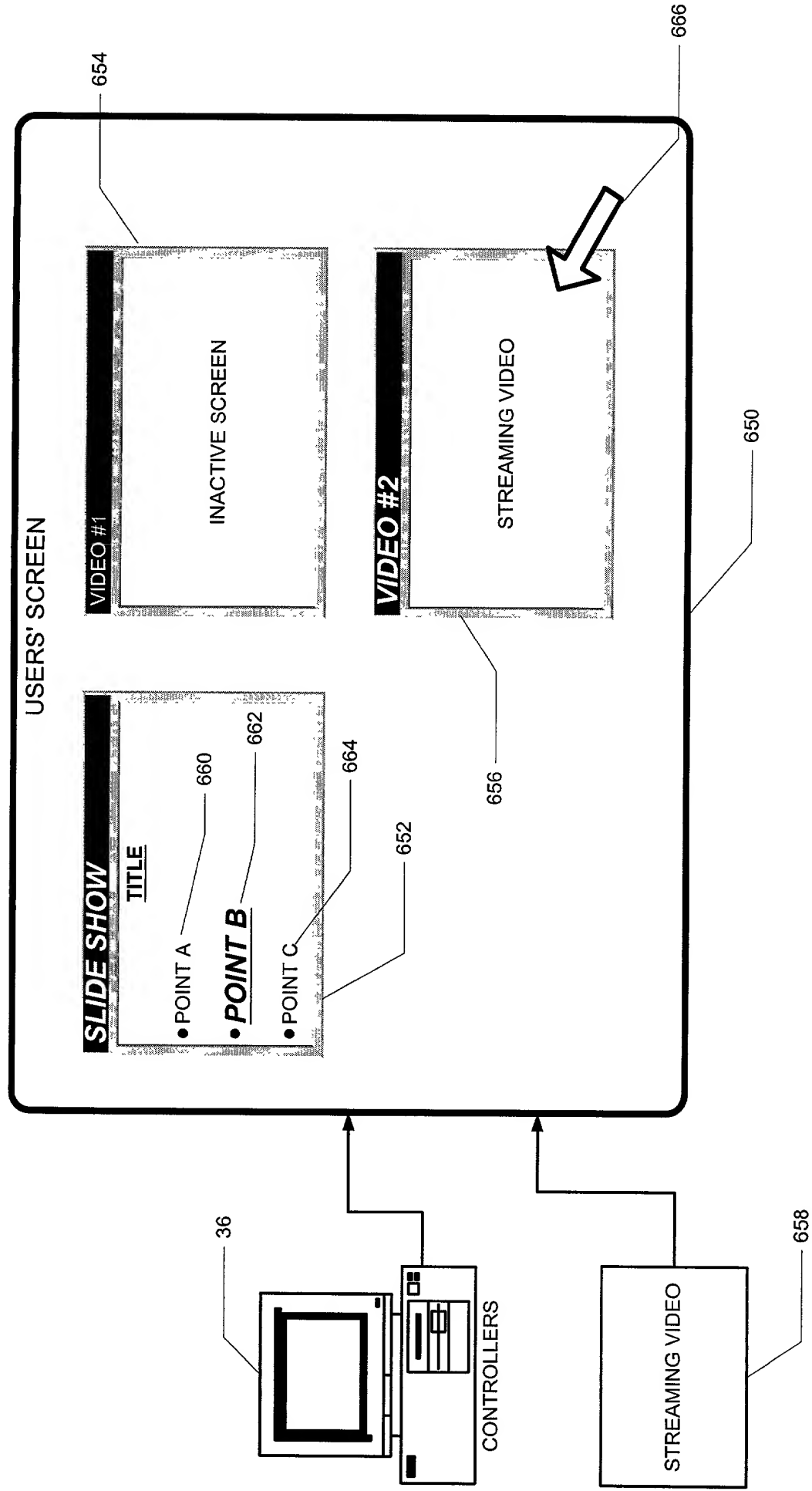
**FIG. 12A**



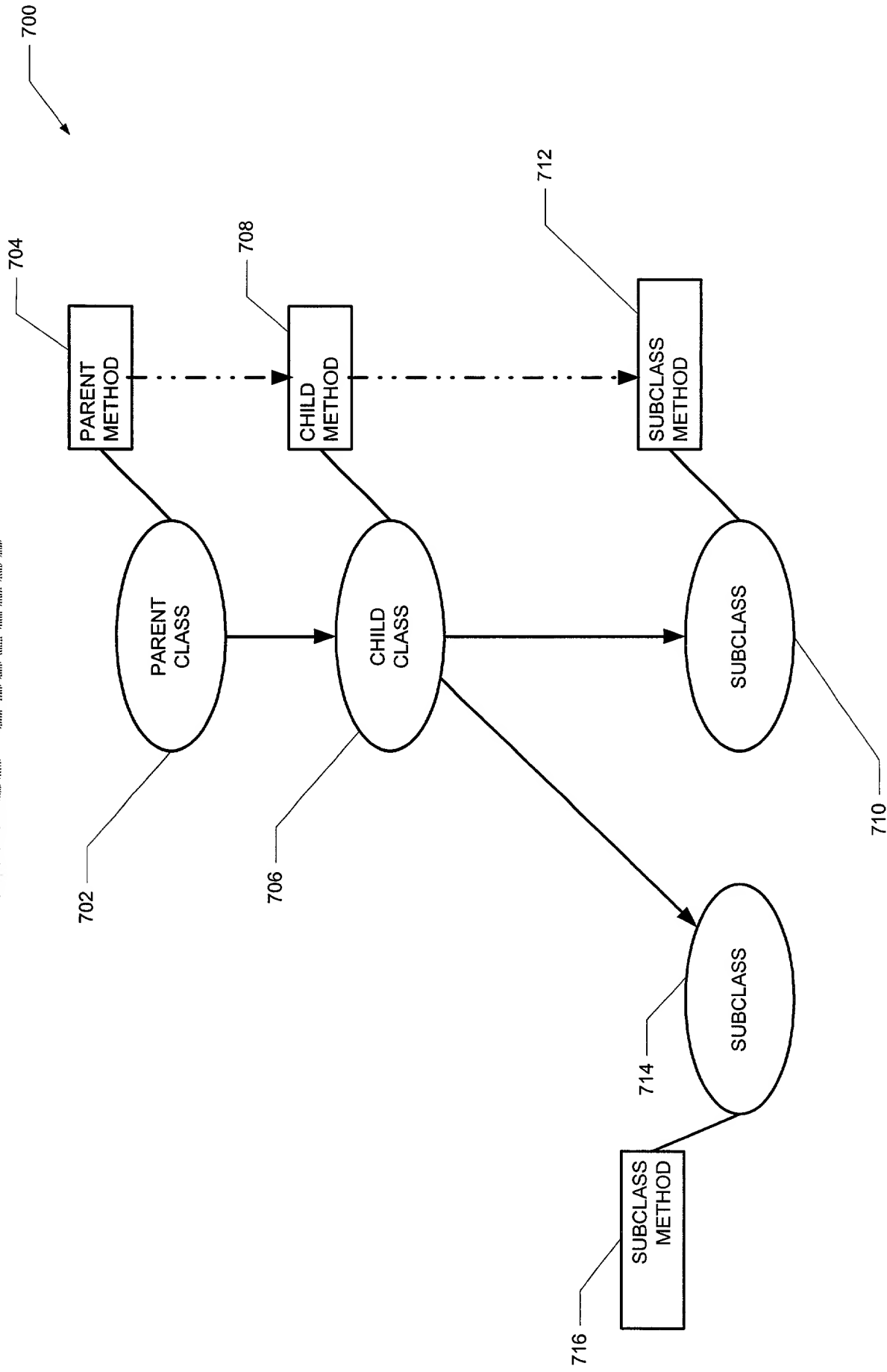
**FIG. 12B**



**FIG. 13A**

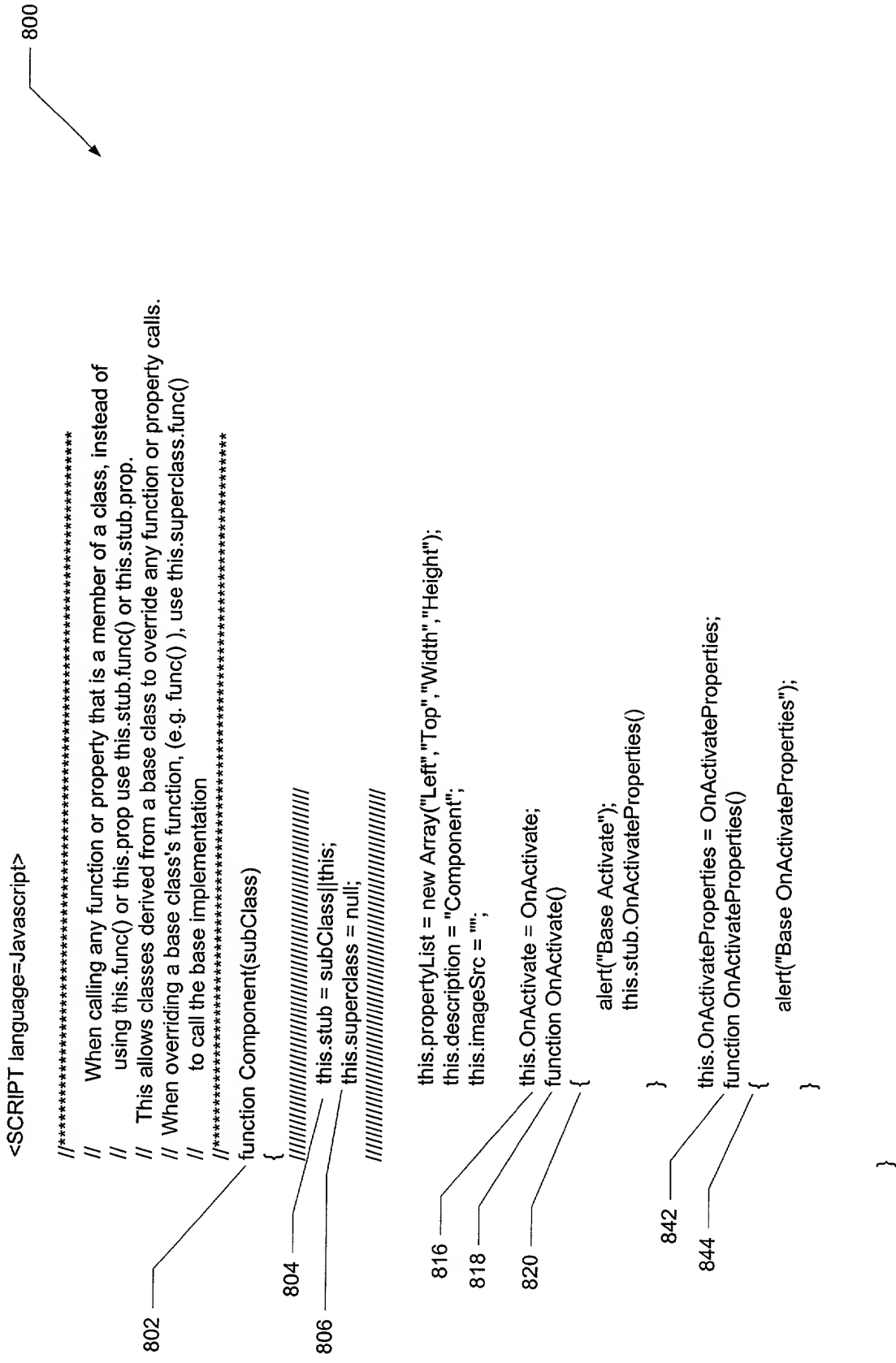


**FIG. 13B**

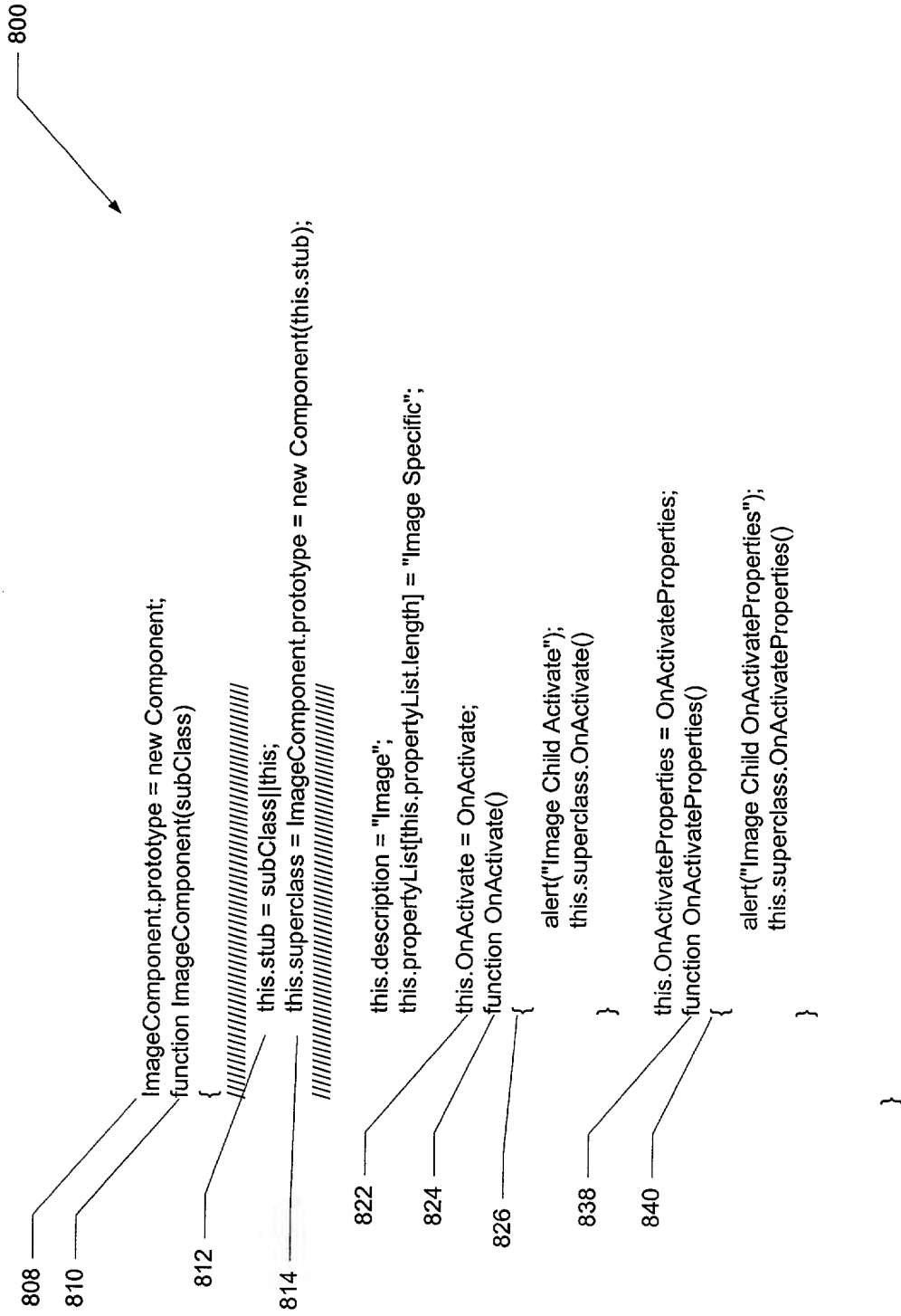


**FIG. 14**



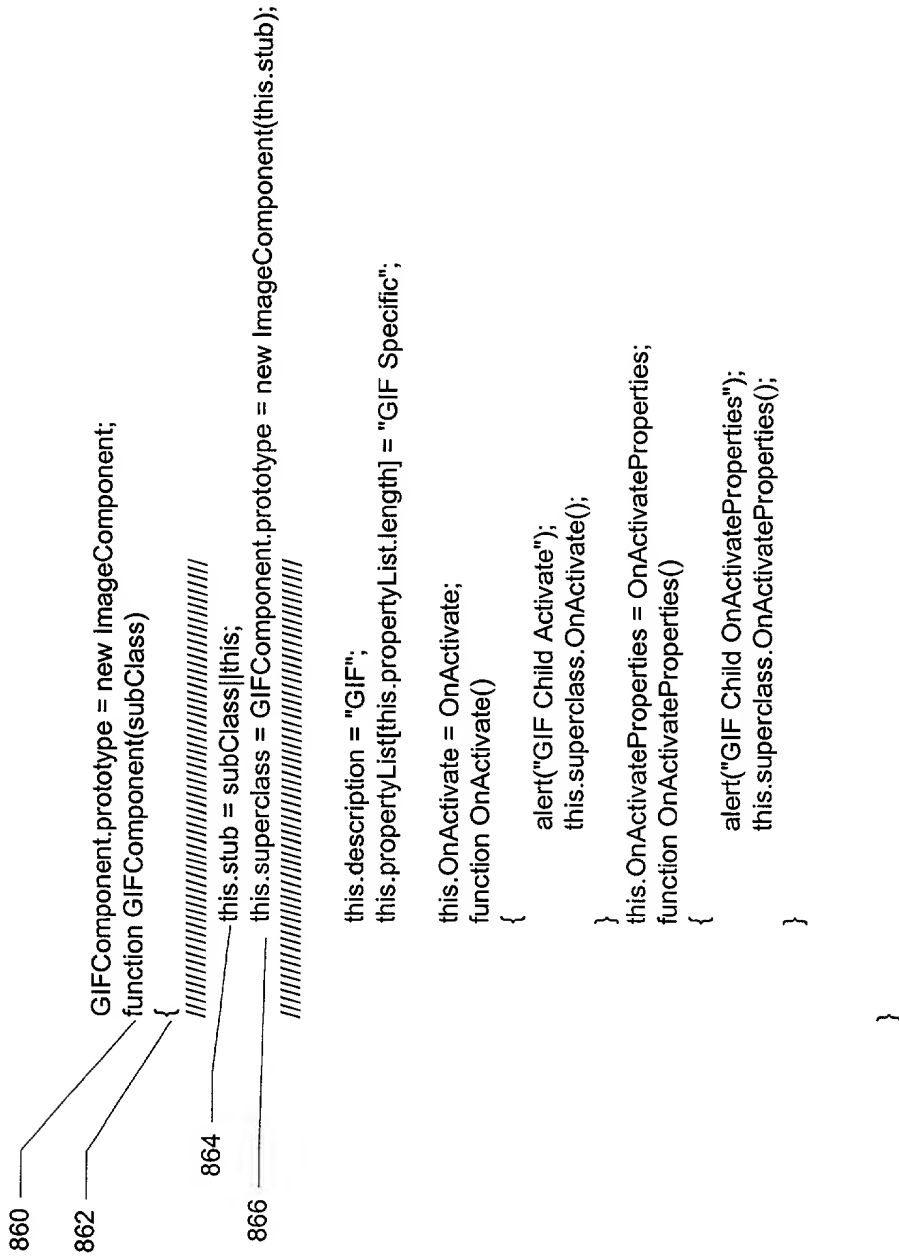


**FIG. 15A**



**FIG. 15B**

800



**FIG. 15C**

800

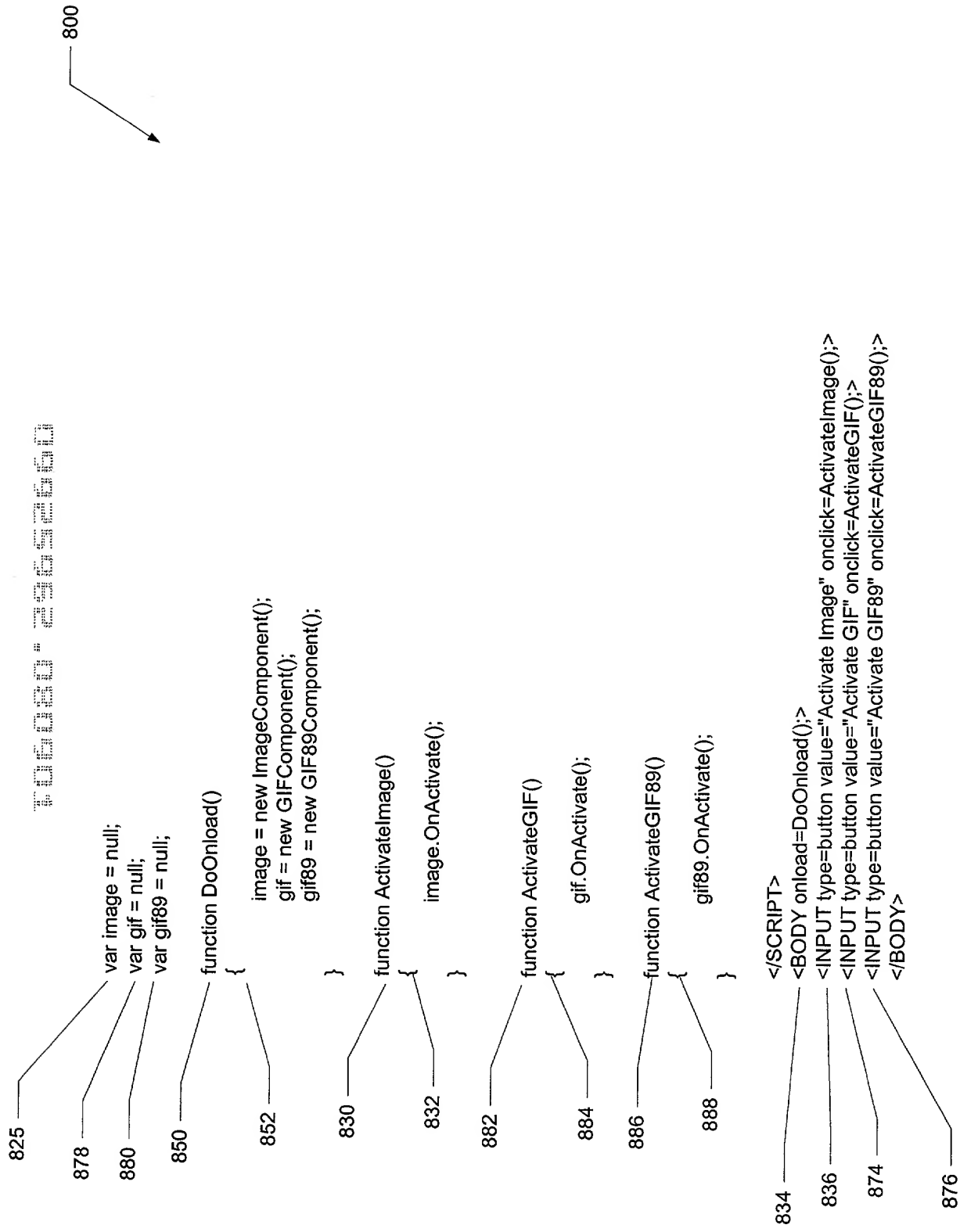
```

870  GIF89Component.prototype = new GIFComponent;
      function GIF89Component(subClass)
      {
872  //////////////////////////////////////
          this.stub = subClass||this;
          this.superclass = GIF89Component.prototype = new GIFComponent(this.stub);
          //////////////////////////////////////

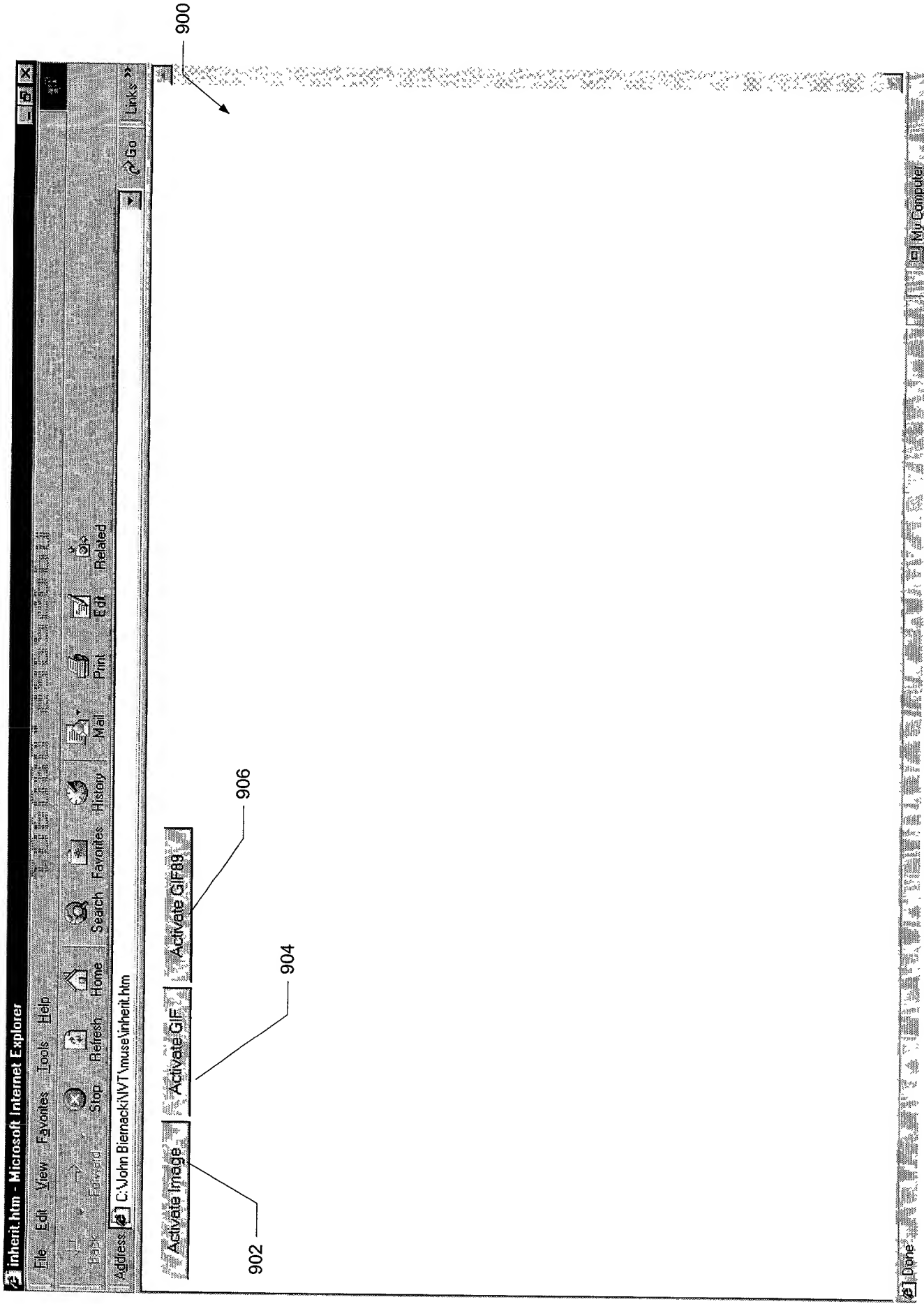
          this.description = "GIF89";
          this.propertyList[this.propertyList.length] = "GIF89 Specific";

          this.OnActivate = OnActivate;
          function OnActivate()
          {
              alert("GIF89 Child Activate");
              this.superclass.OnActivate()
          }
          this.OnActivateProperties = OnActivateProperties;
          function OnActivateProperties()
          {
              alert("GIF89 Child OnActivateProperties");
              this.superclass.OnActivateProperties()
          }
      }
    
```

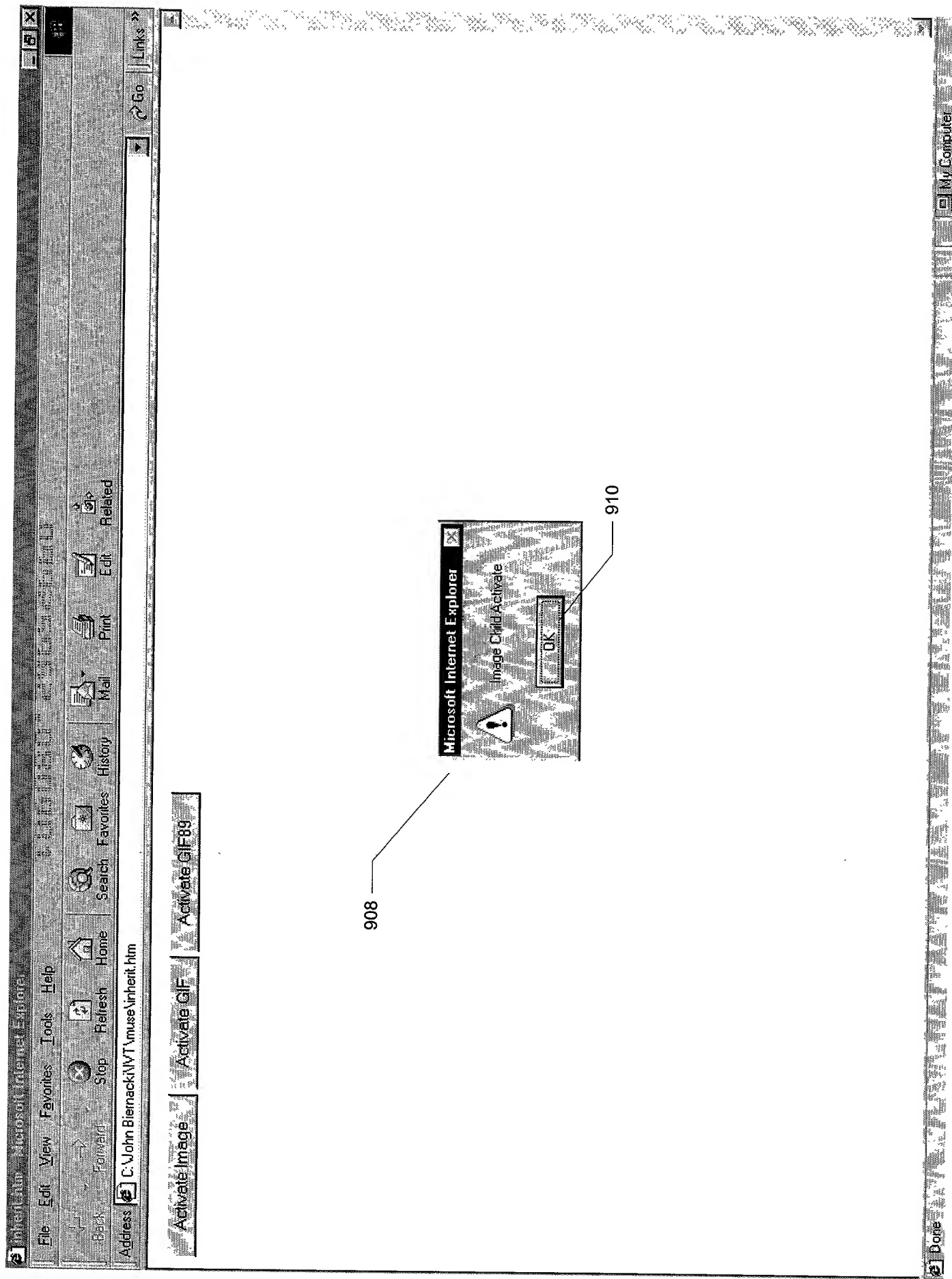
**FIG. 15D**



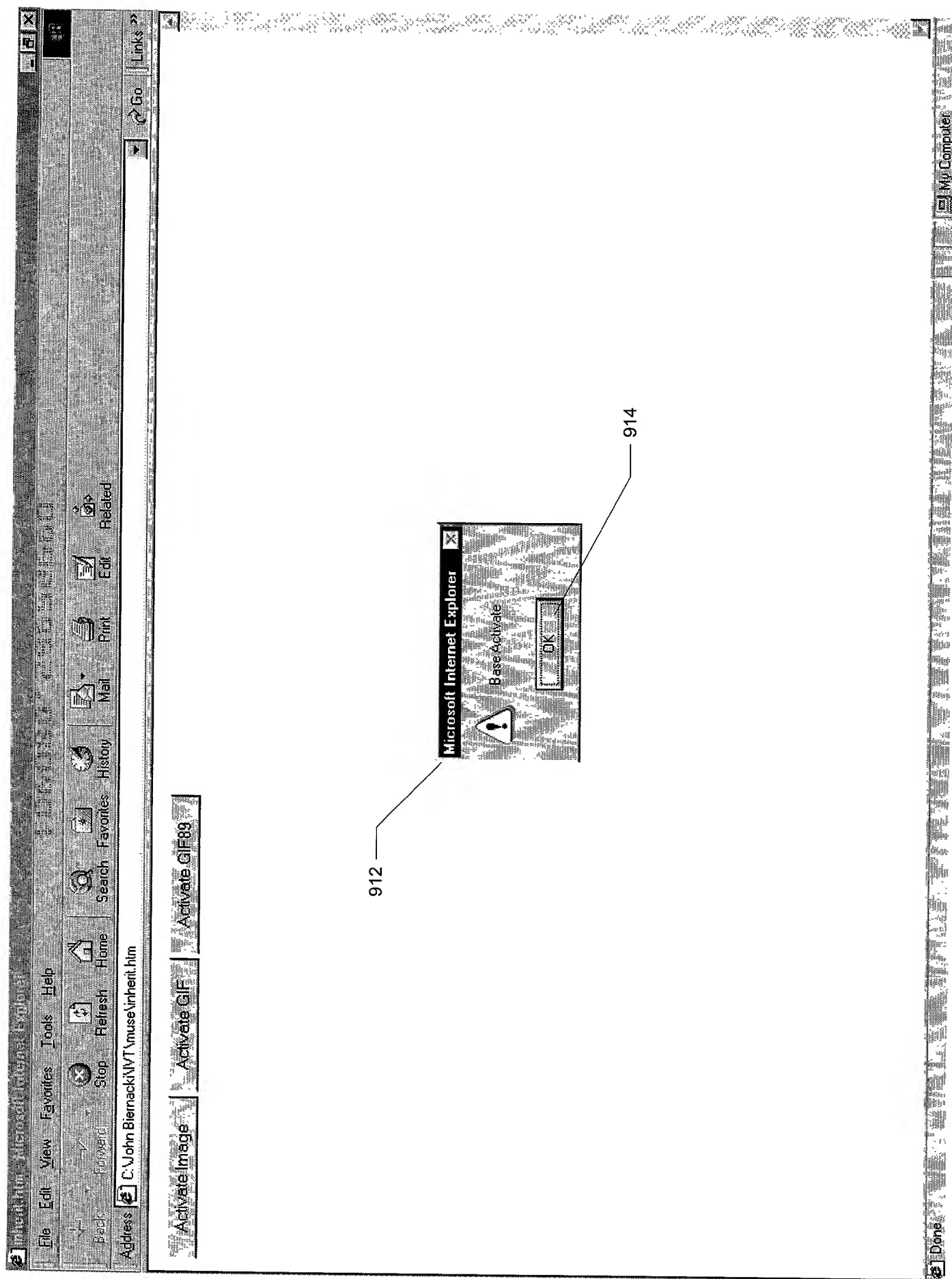
**FIG. 15E**



**FIG. 16A**

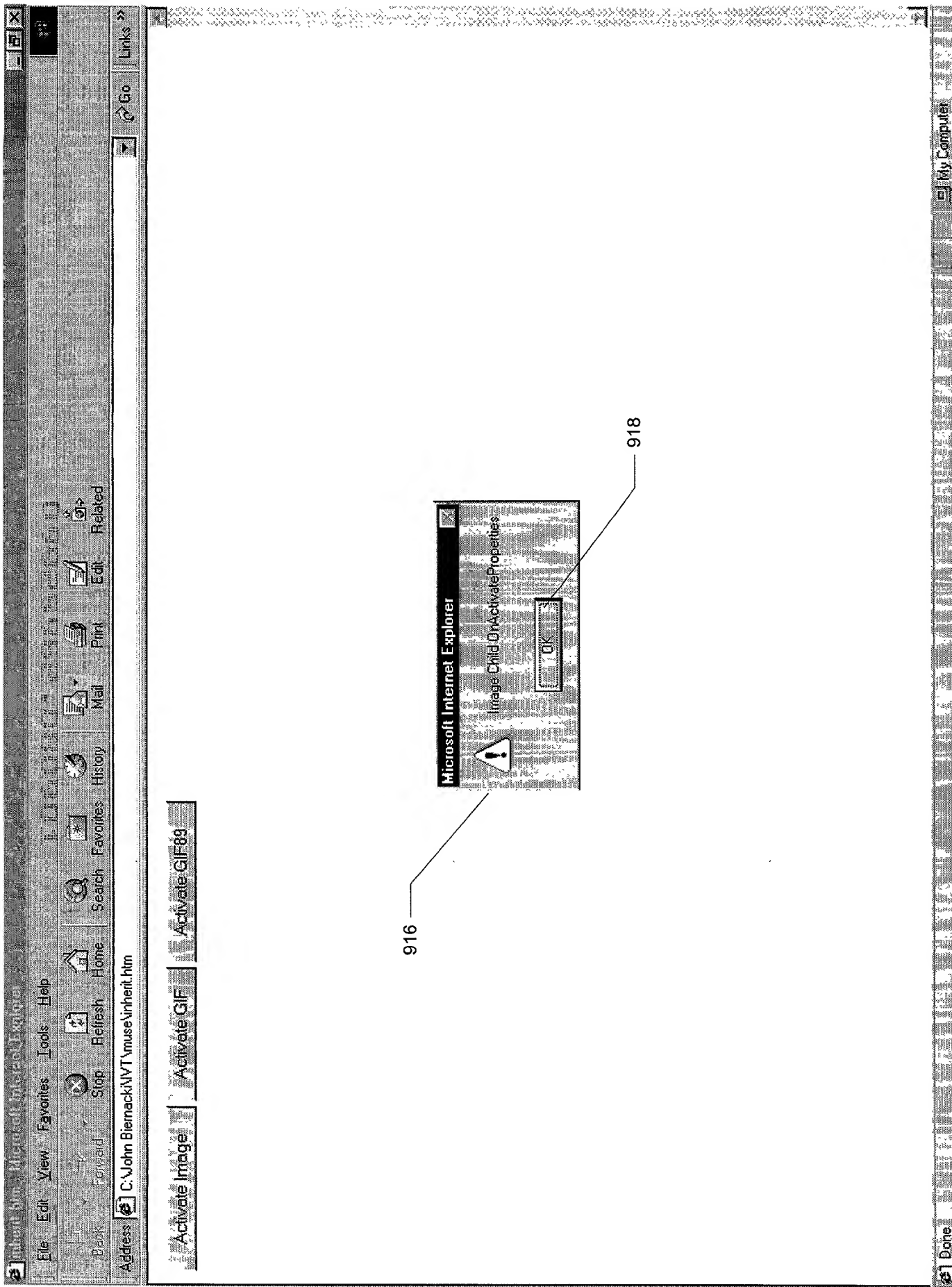


**FIG. 16B**

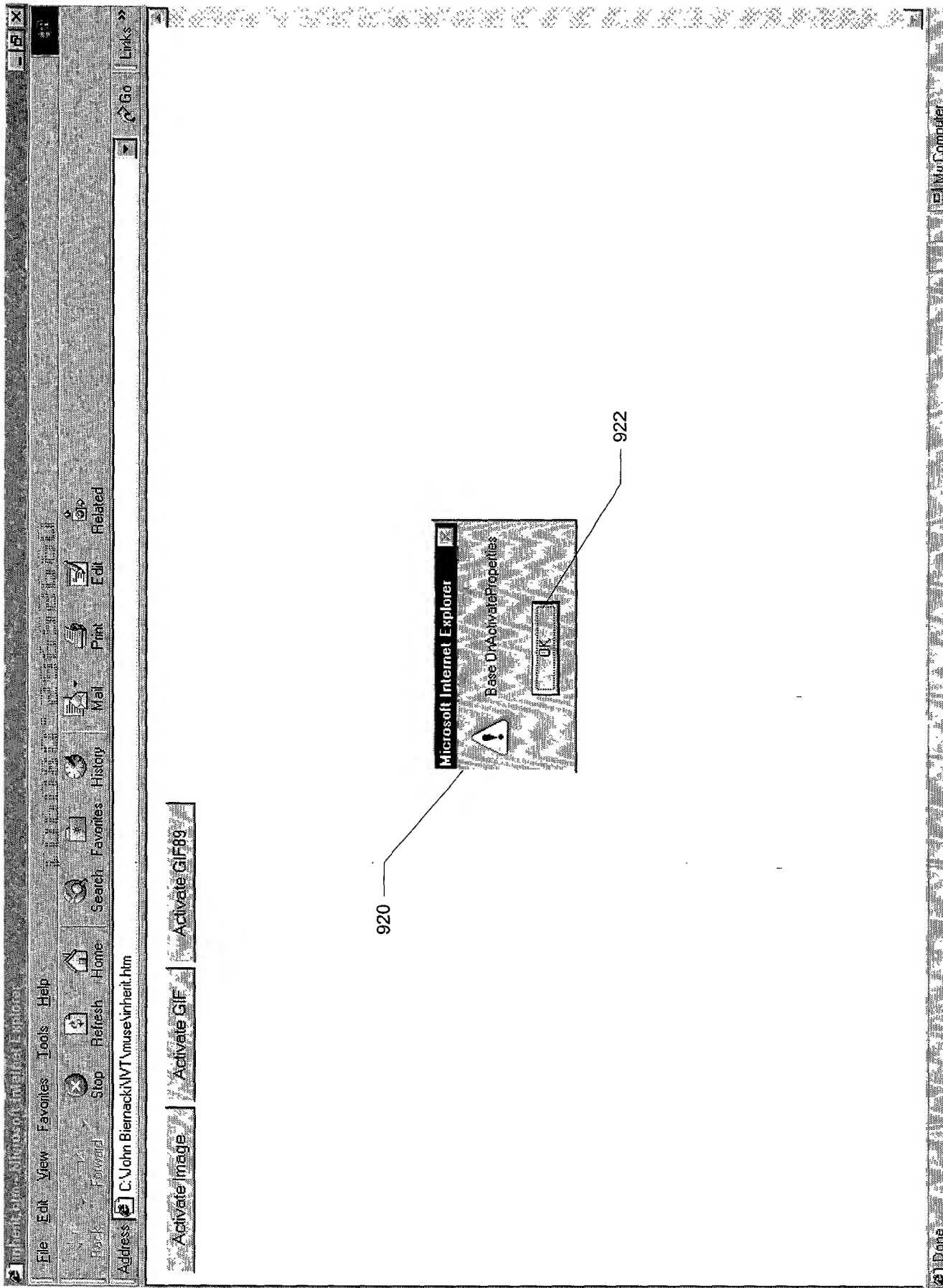


**FIG. 16C**

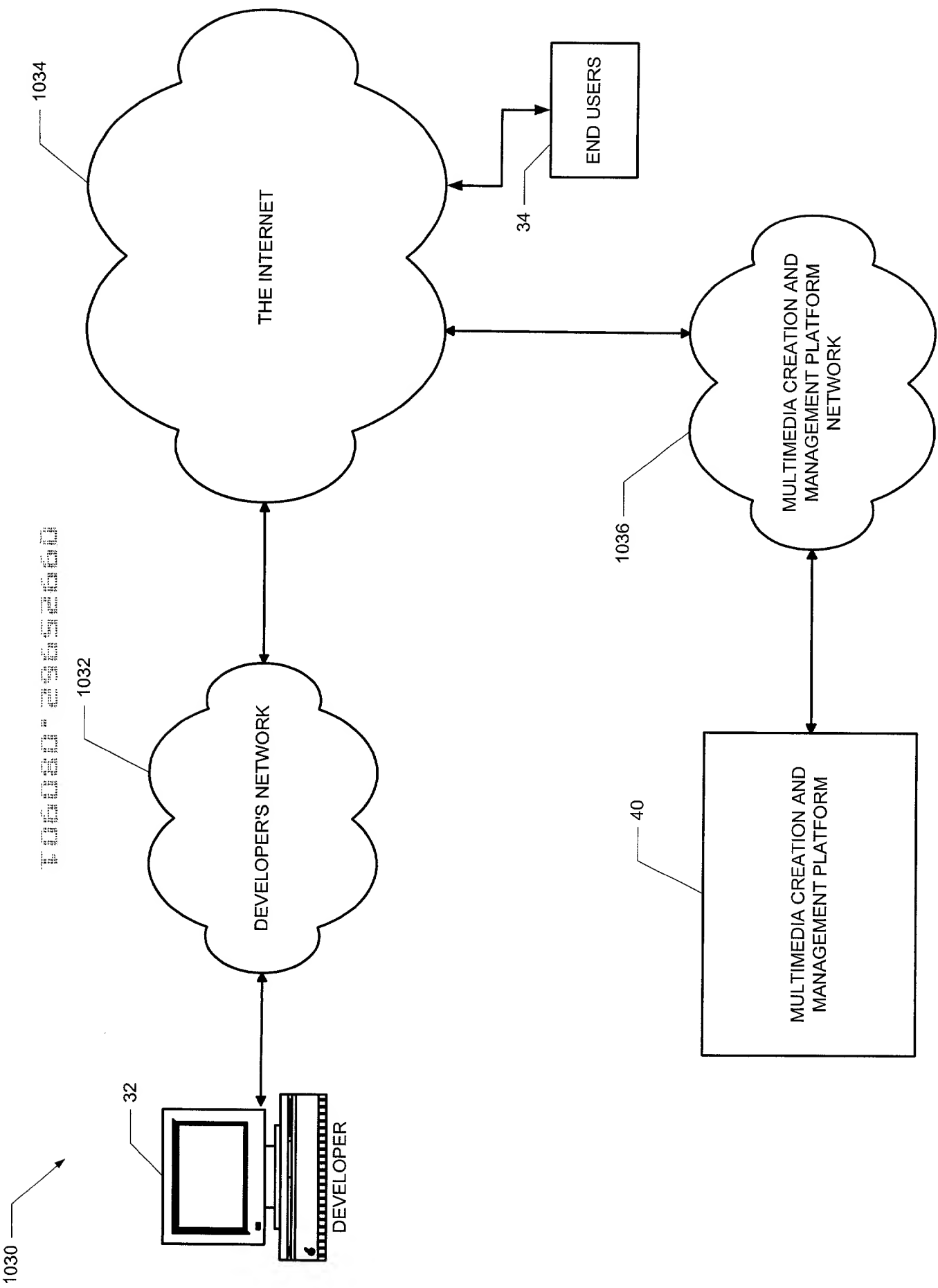




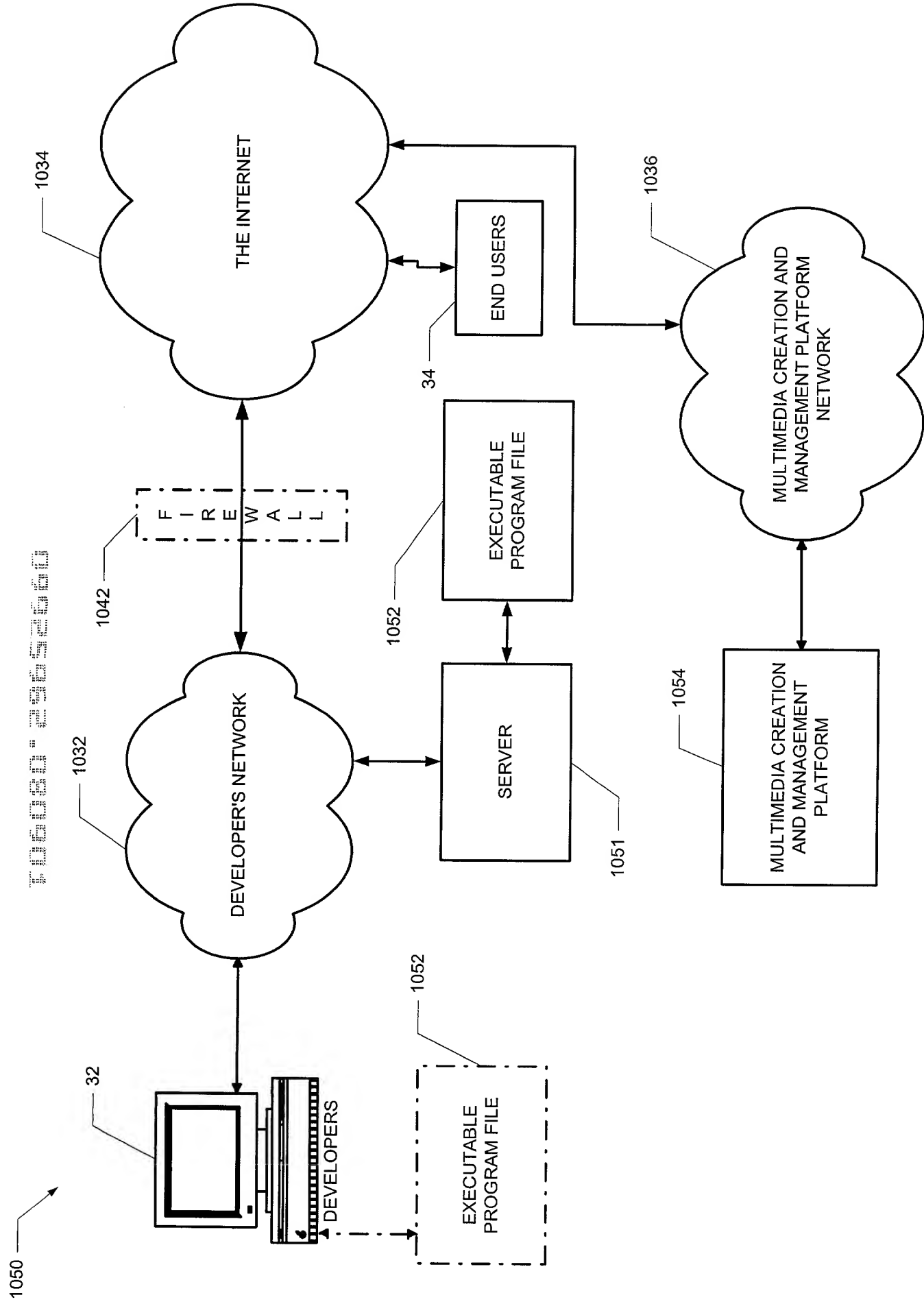
**FIG. 16D**



**FIG. 16E**



**FIG. 17A**



**FIG. 17B**